

The World Ends with You
The World Ends with You



PDF WALKTHROUGH BY V HAYSTE



INTRODUCTION

An alternate world. A world where those who died were given a chance to reclaim the most precious thing to them. A world controlled by "Reapers" and where "players" play as their pawns. 7 days to survive. Each day is a mission. Failure means permanent erasure – from reality.

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AUTHOR'S NOTE

Welcome guys to my first PDF guide for the Nintendo DS. I have a lot of other RPGs I want to cover for the DS but decided to take on this unique title from one of my favorite developers, Square-Enix. I won't say this guide is better than the ones available on the net; However, I hope the additional screenshots and custom tips I'll include in the guide should suffice. I am playing the game BOTH on the iDeaS emulator (for my screenshots) and on my NDSL for my real file. So far, the gameplay is exactly the same; minus some glitchy graphics of course.

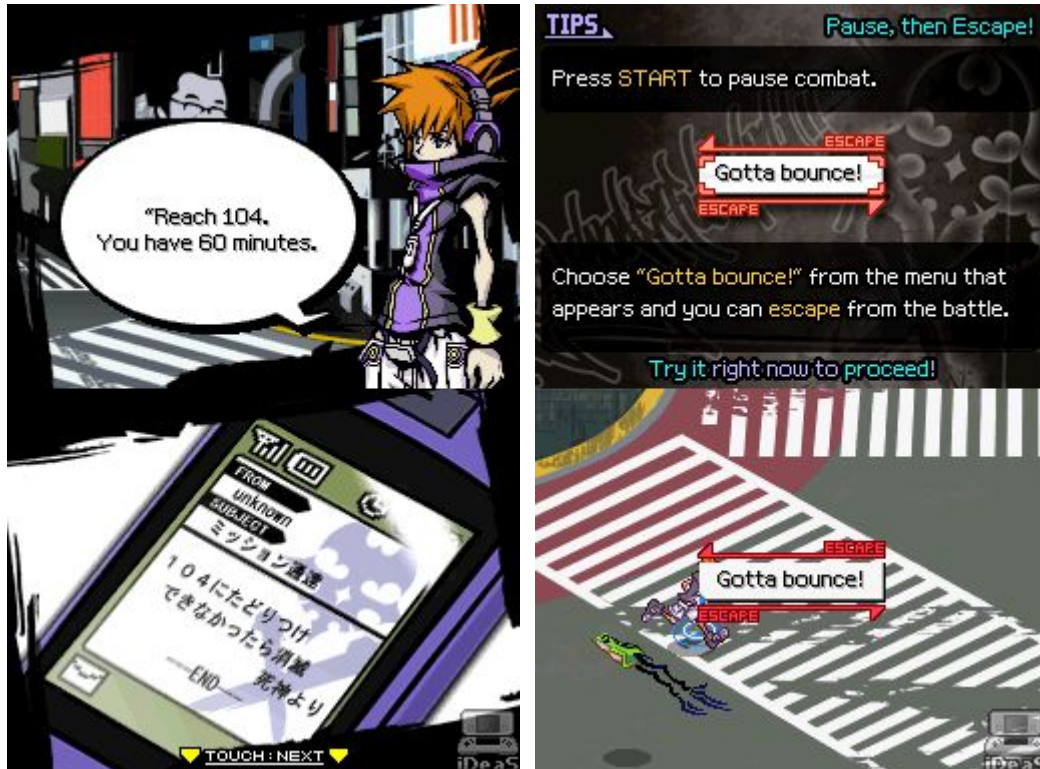
I would put in a quick start guide but since the game is already full of easy-to-follow, step-by-step tutorials, I would just proceed with the main walkthrough. There are also a lot of other very useful and detailed resources that you can refer to as well, including the game's [Wiki page](#). If you have questions, suggestions and additional tips you would like to add, kindly refer to the credits page for my contact email add or my official homepage. This guide is distributed FREE and can be downloaded in major gaming sites I usually contribute to. I don't request for payments but if you are generous enough to pitch in a dollar or two to support my projects, I would greatly appreciate that.

--Paul Vhayste



SHIKI CHAPTER

The 1st Day – Reaper's Game



Scramble Crossing

Follow the instructions. Tap on the pin on the lower left to scan. You may what other people think. After a few more screens, you'll get a message:

"Reach 104. You have 60 minutes. Fail, and face erasure" – The Reapers.

Just read through the next screens and you'll be in for your first fight. Read the tutorials and escape from battle. You'll obtain (S) **Dash** and (B) **Escaping from Battle**. Watch the intro.

Statue of Hachiko

As part of the story, you will make a pact with Shiki. Pause the battle first read the tutorial. Do as instructed to win the battle. Remember that when you use your Pin, it'll consume some energy. Watch the energy gauge on the top left of the screen. Once depleted, you will need to wait until it *reboots*. You can also attack continuously as long as your pin has the energy.

Obtain **Pyrokinesis** and (B) **Bottom Screen Combat**, (B) **Boot/Reboot**, (B) **Controls/ Drag**. Read the conversations. Once in control, head right back to Scramble Crossing. After the conversation, go up north to reach Ten-Four (104).



104 Building

Once you reach it, you'll be in another battle. Follow the instructions. As the tutorial said, don't rush learning this all at once; Shiki will automatically move on her own so concentrate on your own battle for the meantime. **Obtain (B) Top Screen Combat** after the battle. There will be another round so be ready. After the battle, obtain **(B) Dual Screen Combat** and **(B) Follow that Puck!**

There will be another enemy coming in... the boss. Defeat it to get **(B) So I beat the enemy**, 500Y and Scarletite.



The 2nd Day- Don't Kill Me

Station Underpass

You'll receive a new mission from them.

"Set the cursed sculpture free. You have 60 minutes. Fail, and face erasure." – The Reapers

Go left for a short scene. You'll obtain **(B) Scanning**. Scan the area and cancel out again to continue with the scene. After several dialogues, you'll obtain **(B) Enemy Encounters**. Scan the area and find some noise in front of the hooded guy. Each of them has their own requirement and tutorial. Follow them as instructed.

(Lower left)

Pause the game if you want to read the tutorials. Follow it and use the obstacles as weapons. Obtain **Psychokinesis** and **(B) Use Obstacles**.



(Lower Right)

Obtain **Shockwave**. (B) **Controls/ Slash**

(Top)

Obtain **Thunderbolt** and **Force Rounds**. You'll also get (B) **Controls/ Touch**.

Read through the conversations and obtain (B) **Mail Icon** and 500Y along the way. Once in control, head left.

West Exit Bus Terminal

Meet Beat and Rhyme. Choose all options to learn more about your situation. Continue talking to them until the option to ask no questions appears. Obtain **Cure Drink** pin after the conversation. (S) **Phone Menu** will be unlocked as well. You can now access the game's sub-menus. You'll also get (B) **Wearing Pins**. Open the menu and read the tutorials if you want. Explore the menu as well if you're a first time player. Since the game is generous enough to allow players to save anywhere, be sure to save often after fighting a few battles; things can get awfully bad when you least expect it.



You can immediately scan your immediate position. You'll find a **green** noise. Defeat it quickly for easy money. Head to the top left of the screen and talk to the red hooded guy. There will be a lot of red noise in the area so you can defeat them for additional funds and exp. Defeat the orange noise near the man to the upper right to clear the wall. You'll obtain 500Y and (S) **Extra Slot**. Equip your 3rd pin first then save. Once done, head north to the statue of Hachiko.

Statue of Hachiko

Approach the statue and scan for the events to take place. Head to the upper right corner of the screen to find another **green** noise. Defeat it as quickly as you can to earn a star rank and get a very good PP boost. Head back to the West Exit Bus Terminal and scan near the statue and read the "Hachiko" thought for an event. Head back to Hachiko's statue and polish him using your stylus. Once the statue has been polished completely, a boss battle will occur. You'll obtain a **(S) DEF Boost** for Shiki. You'll have another boss battle. Get another Shiki Sticker **(S) ATK Boost**, **Ice Blow** pin and a **Scarletite**.

Watch more scenes and the day will end.



The 3rd Day – Who 2 Trust

After a few screens, obtain **(S) Shutdown** and **(B) Shutdown**. Head left for a scene. You'll receive your next mission mail.

"Defeat the master of A-East. You have 360 minutes. Fail, and face erasure." – The Reapers

You'll receive **(S) Easy** after the conversation. Head down to exit the area. After the talk, you'll get **(B) Talk to your partner**.

A-East

Talk to the guy (777) standing nearby and agree to help him look for his tech.



Head to the upper left corner to find a shop (Lapin Angelique). You can't buy anything at the moment so exit to obtain **(B) Shop Clerks** and **Item Abilities**. Head south to find another red hooded guy. Talk to him for more conversation. Ask Nekohama all the questions and you'll get Shiki stickers (S) **ESP Cards** and (S) **Fusion Boost**. Agree to test the pin with Shiki. Read the tutorial thoroughly. You'll enter a battle; but don't worry you're invulnerable during this fight so try to get a grip about this Fusion Attack. You can even practice as many times as you like. End the practice to clear the wall. Head south to the next area.



Dogenzaka

Keep heading left and scan there. Find a green noise in the lower left corner. Defeat it for an easy 5000Y. Just ignore the Cosmic Corner shop since the man 'aint sellin' his stuff for now. Just continue heading to the right instead. Enter **Ramen Don** to find the tech. The tech will leave and you can now buy food to increase your stats. If you have spent some time level grinding a while ago, you should have a good number of 500Y and 100Y pins to convert to cash. Try buying some of the food items here. Buying frequently from a seller increases the effectiveness of the items bought from them. Not only that, new items will be unlocked for you to try as well! Exit the shop once ready. You will have the reminder that characters can only eat 24 bytes a day. Fighting battles burns off bytes and spending the whole day resets this number.

In any case, once you're out, read through more conversations. Once in control, talk to the tech and find an orange noise lingering around him. Save first if you want, scan and defeat the noise. Obtain a Shiki Sticker **(S) DEF Boost**, **(B) Red Noise Symbols** and **(B) Yellow Noise Symbols**. Make your way back to A-East. You can also fight some battles to digest the food you have given your characters before heading back.

A-East

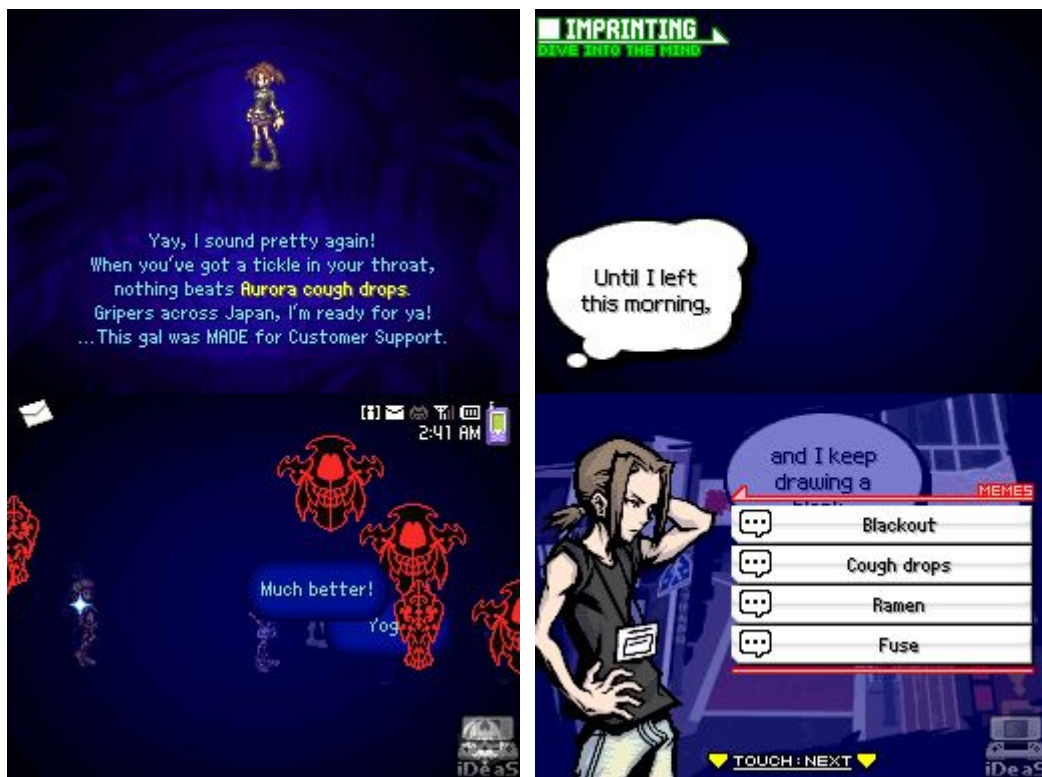
Talk to 777 to proceed with the story. Speak to the Wall Reaper up north. You'll need to defeat two Noises with the symbol shown. Don't leave the area since there are a lot of them here. Just defeat them and talk to the reaper in order to pass. You'll receive another Shiki Sticker **(S) Jump** and 5000Y. Head up to the next area.

Shibukyu Main Store

Find Beat and Rhyme. Scan the area near them to find a **green** noise. Talk to them and learn more about the 'Memes' and imprinting. You'll receive a **Blackout** meme and **(B) Memes**. Talk to the man nearby and follow the onscreen instructions. Ignore the tech for the meantime and head back to Dogenzaka first.

Dogenzaka

Go past the Cosmic Shop a bit and scan to find a "Much Better" thought. **Cough drops** will now be sent to your phone as a meme. Enter Ramen Don for a **Ramen** Meme. You can now head back to A-East.



A-East

Enter the Concert Stage and head to the top right corner. Scan there and examine the "Where is he?" thought. You'll get the **Fuse** meme. Head north back to Shibukyu

Shibukyu Main Store

Talk to the tech and imprint the Cough Drops meme. Head back to Dogenzaka this time.



Dogenzaka

Enter the Cosmic Corner to find the tech. He'll go out; find him near the Ramen Don entrance. Talk to him and imprint the Ramen meme. Head inside Ramen Don for a short scene. Once outside, talk to the tech again and finally imprint the Fuse meme. Enter the Cosmic Corner again. Head back to A-East.

A-East

Talk to 777 to end the quest and earn a **Lucky Star**. Head inside the Concert Stage, save and talk to the tech in the top right corner. A boss battle will follow.

Boss: Keep on dashing while there is no light since you won't be able to damage him. Once the light is out, keep on attacking. Don't worry about Shiki, especially if you have leveled her up good. It will be tough to manually control her so just wait until she gets all the ESP cards and activate the fusion immediately. The boss can be stunned by powerful attacks like Ice Blow and fusion so you'll get some free hits at him. Remember to equip the Cure Drink pin for healing, since this boss can take a large chunk of HP per attack. Be aware of the sonic attack since it can paralyze your character. You'll receive another Shiki Sticker (**S**) **ATK boost**, **Poison Bones** and **Scarletite**.

Watch the following scenes. The day will end as well.



The World Ends with You
The World Ends with You

The 4th Day - Erased

After the scenes, you'll receive your next mission:

"Reach Towa Records. No time limit. Fail, and face erasure." – The Reapers

Once in control, talk to Beat and Rhyme again to get **(S) Noise Report**. Head to leftmost part of the area and scan to find a **green** noise.

104 Building

Just read through the conversation. Select all options to get more info about trends and stuff. You can also browse and buy some stuff from the shops here as well. Upon exit, you'll get **(S) Brand Awareness** and **(B) Shop Quests**. Head down to Scramble Crossing.

Scramble Crossing

Learn more about the green pig symbols. Obtain **(B) Green Noise Symbols** and **(B) Pin Growth/ Evolution**. Head down to the lower left a bit and find another green noise. Defeat it to get **Love Charge** pin. Talk to the reaper and he'll ask for two 1,000Y pins. You'll need to lower your levels to increase the drop rates of your enemies and your PP earned as well. I suggest saving prior to any battles just to be on the safe side. At this point, lowering your level to LV4 will yield easier drops without putting your team in danger. Just battle out all the enemies here and you should be able to collect those 1000Y pins in no time. Talk to the Reaper once you met the objective and you'll get **(S) Extra Slot**, **(S) Chain 4** and 5,000Y. Continue to the right to the next area.



Shibu Dept. Store

Walk a bit to the right for a short scene. You'll obtain **(S) Backlash**. Talk to the guys in front of the store for a short scene again. Now, head to the lower left and talk to the Reaper. You'll need to bring him x5 500Y pins. Try chaining some battles. It's better to head back to scramble crossing and try chaining up to 3 battles. Just make sure you save first. Return to the reaper and give him the pins. You'll obtain **(S) DEF Boost** for Shiki, **(B) Chained Battles** and 5000Y. Continue right to the next area.

Cadoi City

Continue to the right to find Beat and Rhyme. Talk to them and earn (S) Mingle Mode as an additional phone menu. You can also check some new pins from the store nearby. Save if you still haven't, then go to the next area.



Towa Records

Watch more scenes. You'll be immediately thrown into a battle. After defeating the noise, you'll receive a new pin called **Lightning Moon**. Read through more conversations and you'll be thrown in a boss fight.



Boss: You'll need to take care of the minions first. Don't worry about the boss; you can still hit it even if its fins is protruding to the surface. Beware of its bite though; it can immediately take a good chunk of your HP. If you have the Poison Skull pin, it will greatly help a lot in the battle for its Attack Break ability. Once all the critters are down, you can now concentrate on taking the big fish. After the battle you'll be rewarded with **(S) ATK Boost**, **Masamune** and **Scarletite**.

Chapter ends.

The 5th Day – Empty Urban Legends

Tipsy Tose Hall

"Free Spain Hill from the Noise. You have 200 minutes. Fail, and face erasure." -- The Reapers

Go left first to find a guy. Listen to him and after a few screens, you'll be in a mini-game. Using your stylus, move the coin to the white symbol (lower left) VERY slowly. You'll obtain the **Reaper Creeper** meme afterwards. Head to the right and talk to the reaper. Scan the area and enter a battle (single or chained) with the largest noise symbols you can see. Defeat them and talk to the reaper. You'll obtain **Murasame**, **Durable Leather** and 10,000Y. Go first to the rightmost path.



AMX

Head to the center to find an orange noise bugging an NPC. Defeat it to get a **Tin Pin Ticket** meme, as well as 5,000Y. Continue to the rightmost part of the area to find a green symbol. There will be 3 pigs and you'll have to stop them from escaping. It shouldn't be a problem if you have some high leveled attack pins at your disposal. Obtain a **Rare Metal** from them. (You can either trade it for a **(S) ATK Boost** or **(S) DEF Boost** stickers for Shiki by visiting AMX) Return to the previous screen (Tipsy Tose Hall) then take the small alley up to reach Spain Hill.



Spain Hill

Defeat at least 3 noises (you may chain them) to obtain (S) Block and 1000Y. After the battle, find some orange noises surrounding two schoolgirls. Approach them and scan the area. Defeat the orange noises but you'll discover that they'll just come back. You'll need to imprint them but let's skip that for now. Keep heading right until you find another Reaper. He'll ask you to buy him a CD.



Make your way back to AMX and purchase a CD (I bought both). Return to him and surrender the CD to clear the wall and get your rewards. (1000Y and **Crimson Chili**) Proceed to the next area.

Molco

Scan immediately to find the green noise nearby to get 5000Y. If you talk to the two kids, you'll learn about the Tin Pin Slammer competition. You can also visit the mall for some shopping if you want. Return to Spain Hill.

Spain Hill

Talk to Ai and Mina and imprint the *Reaper Creeper* meme. Just choose "Sounds like fun" on the couple of choices that will be given to you. Next, drag the coin very slowly to white. Just go to the colors Ai wants. Save first then defeat the remaining orange noise. Receive a **(S) DEF Boost** afterwards. A boss battle will follow.



Boss: This boss has really solid attacks so you'll need to equip the Cure Drink pin. Also, try to have some solid attack pins with knockback effect. The Masamune and Murasame are good choices. Having some projectile pins will be good as well to deal damage from a distance. Use Block often, since this boss has a really devastating attack. You can also attack from a distance while you try to get Shiki's ESP cards and perform a fusion.

You'll receive **(S) ATK Boost**, **(S) Retry Battles**, **Sexy D**, and a **Scarletite**.

The 6th Day- Superiority/Inferiority

Scramble Crossing

"Dominate the scramble crossing view at 3:00. You have 180 minutes. Fail, and face erasure." – The Reapers

You'll obtain **Red Skull**. Head right a bit, then talk to Makoto. Scan him and read his thoughts. After the conversation, scan him again and defeat the orange noise to earn Rare Metal and (S) Safe Landing. You'll also get the following memes: **"Unreal, bro"**, **"Come get some hot stuff"**, **"Totally gnarly"**. Imprinting time! Talk to the girl near him and select **"Totally gnarly"** meme.



Now talk to the reaper to the top. Quiz time! Just answer the following:

1. Which of the following shops is in the 104 Building?

A: Edoga the Shop

2. What's on the sign outside Shibu Dept Store?

A: High heels

3. Which of these does the Bigbanfrog use as an attack?

A: Bubbles

You'll also get the following: (S) **DEF Boost**, **Orichalcum**, and **5,000Y**. Exit to the right to reach Shibu Dept Store.

The World Ends with You
The World Ends with You

Shibu Dept Store

Just continue to the right to exit to Cadoi City.

Cadoi City

Approach the building's entrance and scan to find a green noise. Defeat it for a **Love Me Tether**. Head further to the right and talk to the reaper there. You'll receive 1000Y for defeating the pig noise in this area. Now head to the upper left exit to reach Molco.

Molco

Find another reaper to the upper left. He'll ask for a LV3 Murasame pin. If you are using one before, then it's probably at least LV3 by now. Otherwise, train by fighting the noises in and around the area and return that to the reaper. You'll receive **Durable Leather** and **1,000Y** for your efforts. Return to the Crossing and take the upper path.

Center St. Entrance

Find Makoto talking to a kid. Talk to either one of them to start the scene. Choose "*Unreal Bro*" to keep the conversation going. Once in control, continue to the top to find another reaper. He'll request you to bring him 3 Rare Metals that can be acquired from Noise #58 (Decadraven). They are normal enemies here so you shouldn't have that much problem collecting these. You'll get **(S) ATK Boost**, **Sleek Silk**, and 10,000Y for completing this task. Continue up to reach the next area.



AMX

From here, go left to reach Tipsy Tose hall then up to reach Spain Hill.



Spain Hill

Find Makoto in front of Mexican Hotdog. Talk to him or the guy he was talking to. Imprint the "Come get some hot stuff" meme on him twice. Make your way back to Scramble Crossing.

Scramble Crossing

Find Shiki in the lower right corner. Talk to her. After the scene, go to the left side of the Crossing this time. Talk to Shiki then return to the right and interact with Makoto for some more scenes. You'll get a tip for setting trends; you'll also get **(B) Be a Trendsetter**. Equip the Red Skull pin and win some battles (at least 3, I think). Once done, you'll receive 500y. Go up to Ten-Four (104)



104 Building

Just do the same thing; defeat some noises here with the Red Skull pin on. Obtain **Scarletite**. After the brief conversation, chase Shiki back to the Crossing. Talk to her to end the chapter.

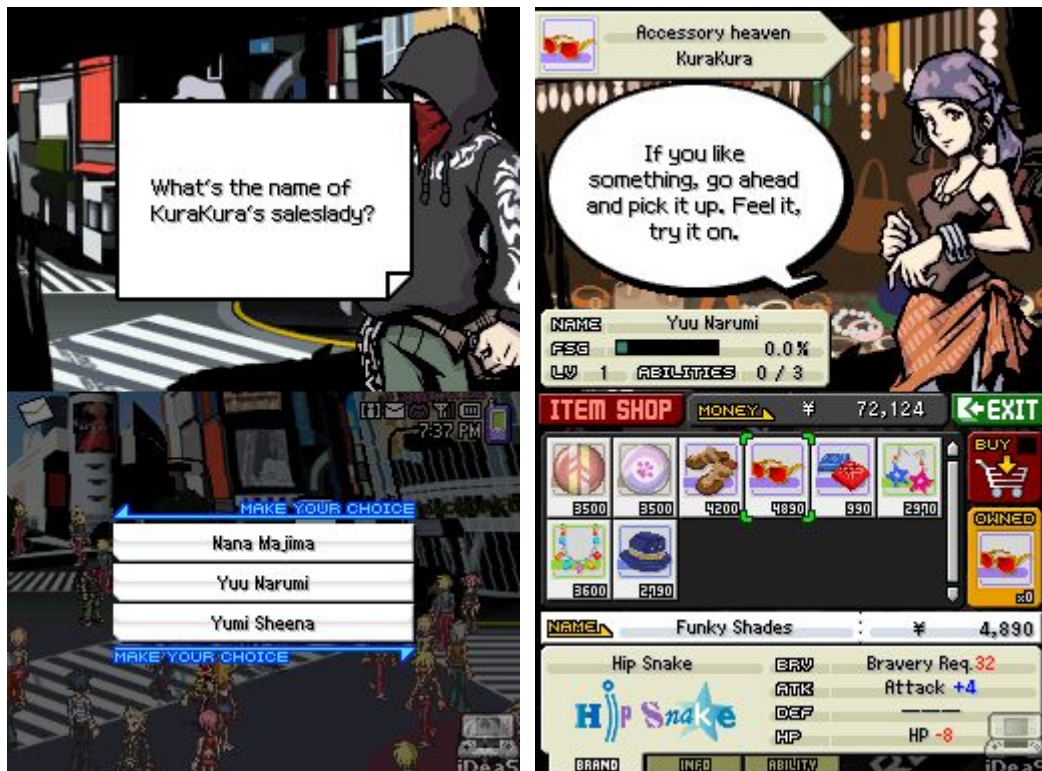
The 7th Day- Wakeless Dream

Scramble Crossing

You can do some power leveling to level up your pins. Try to upgrade your equipment as well. To start off, talk to the reaper to the top right. Answer the questions from his quiz to obtain 1,000Y and **Sweet, Sweet Onions**.

1. What is the name of Kurakura's saleslady?
A: Yuu Narumi
2. Which of these commands activates Happy Beam?
A: Slash Neku
3. Which brand makes the slogan bandannas?
A: Hip Snake

There is another reaper to the upper middle left. He'll ask you to get him a Funky Shades. You can get this from the Karakura shop in the Shinukyu Stationside. Just head left from the Crossing to the Statue of Hachiko. You'll get 1,000 Yen and **Choice Meat** for the trouble.



If you talk to the reaper to the middle right, he'll request you to get a Natural Magnum. Just use your Happy Beam in battles until it evolves (LV5). You'll get 1,000 Yen, **Colorful Thread**, and **Stunning Crystals** for completing this task.

You can also hunt down the green noise in the middle part of Towa records but you'll need to take the long path from the Center St.

Once ready, head to the Statue of Hachiko.



Statue of Hachiko

Talk to the reaper and chain 3 noises to pass. Save first then enter battle. Obtain (S) ATK Boost and 5,000Y for completing this task. Save then go to the next area.

West Exit Bus Terminal

Talk to the reaper to enter a mini-boss battle.

BOSS: The Decadravens come in infinite numbers so just use them to build your damage multiplier. Once you hear the loud caw of the boss, stay out of its way and attack it from behind. Projectile pins are useful for that. Also, when you have fusion attack ready, make sure that the boss is in either screen, otherwise, it won't be damaged. Next thing to be careful of is the objects it carries and drop above. Just watch out for the shadow and dash your way out to safety. Of course, bringing in the Cure Drink pin will help you out a lot but try not to prolong the battle or you'll find yourself caught in a flock of angry fowls. Obtain **Meteor Magnet** after the battle as well.



Save first. Equip the Meteor Magnet (or level it up with a few fights) then continue to the right to the next area. Prepare for the real boss battle.

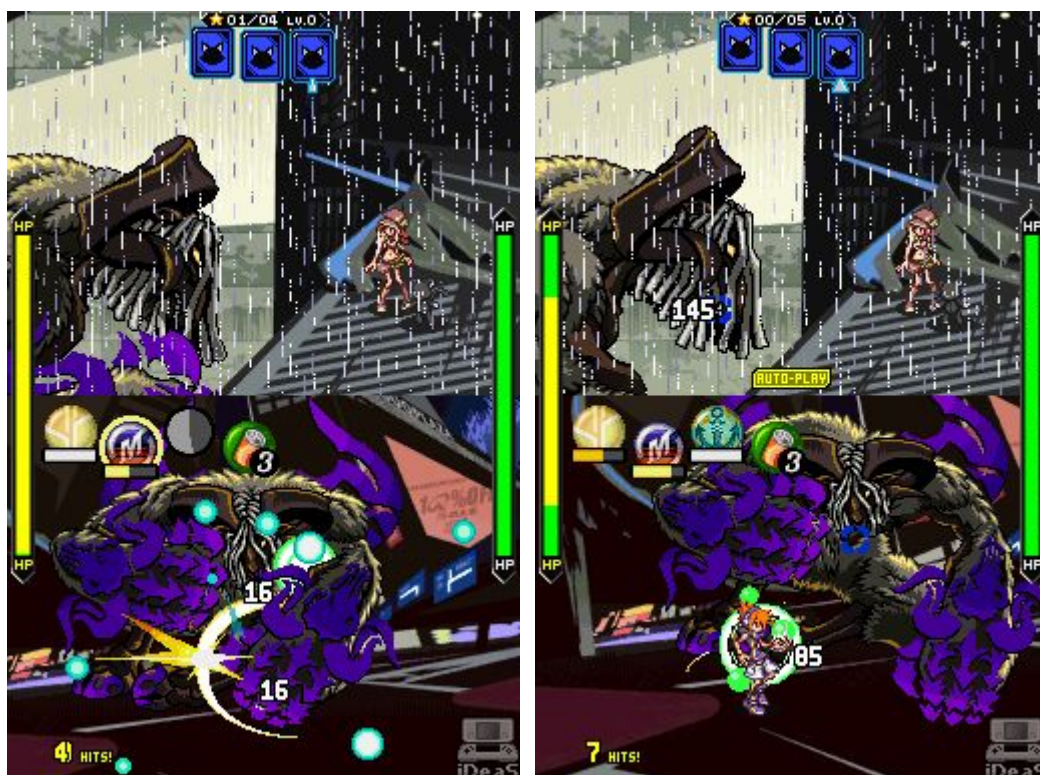
Station Underpass

(You can fight a few battles first to set the trend for your pins) Continue to the right to fight the boss.

The World Ends with You
The World Ends with You

BOSS: Attack from a distance. The Meteor Magnet is very useful here. Of course, Cure Drink is a mandatory pin in every boss battle. Bring in another projectile pin, such as Natural Magnum then a melee pin if you want, like the Murasame or Masamune. This guy hits hard so avoid his attacks as much as possible. For the first parts of the battle you can get free hits to the boss while he is busy attacking Shiki. His Lightningbolt attacks can also paralyze you so keep on dashing side to side to avoid them. Do the same thing when he starts slamming the ground with his fists. Use fusion as soon/many as possible; you may need to take over Shiki to get her ESP cards quickly.

You'll be rewarded with **Scarletite**, **Earthshake**, and **(S) DEF Boost** for defeating the boss.



Chapter Shiki
CLOSED

The World Ends with You
The World Ends with You

JOSHUA CHAPTER

The 1st Day- Rulez

Scramble Crossing

You'll find yourself back to the crossing. You'll receive your mission shortly.

"Game I: $x = 30 + 74$, $t = 60$ min. Incompletes will be destroyed"

Head to the Statue of Hachiko this time.

Statue of Hachiko

Watch the scenes and you'll be attack by noises. No worries, your new partner will come to the rescue. Just defeat the enemies just like when you met Shiki. You'll get **(S) High & Low Cards, Sidestep, and Fusion Boost** after the battle.



Scan the area afterwards for a scene. Once in control, you can give food to Joshua and some extra equipment as well. Head back to the Crossing.

Scramble Crossing

Talk to the reaper in the upper middle path leading to 104. You'll need to defeat the noise in order to pass. You'll also get **(B) CONTROLS/Press; Long Live the Ice** and 5,000Y after the battle. Save first then go up to 104.

The World Ends with You
The World Ends with You

104 Building

Watch the events and you'll be in for a boss fight.

Boss: You won't damage this boss upfront so dash to get behind it and attack with all you've got. This boss deals fair damage and can really endanger you if you're not careful. This battle shouldn't be that hard; just execute its weakness and you're good to go. You'll also get **(S) Hard** and **Scarletite**.



That's it for the day.

The 2nd Day- Reapers

Scramble Crossing

Watch the scene. Scan Joshua to proceed with the story. Continue on with the conversation until you receive your next mission.

"Game II: Acquire the $\sqrt{-3}$ AU pin. $t = 300$ min. Incompletes will be destroyed."

The reaper in the upper middle left road will require Joshua to wear Natural Puppy equipment from head-to-toe. Unless you have all the necessary threads to equip him, ignore the reaper for now. For the meantime, head to the right to Shibu Dept. Store.



Shibu Dept. Store

Talk to the reaper and defeat all the orange noises to pass. You'll also obtain **(S) ATK Boost** for Joshua. Talk to the reaper again to clear the wall and get 10000Y. Head to the next area.

Cadoi City

Watch the scene. Save your game first then continue to the right. You can also get some new pins from Cadoi City- Everyday Selects le Grand. Go up to the direction leading to Molco and you'll have an event battle with new enemies. These are a bit different and tougher from what you have encountered so far so just be careful. Remember to block or dash away from their impact point after they jumped. You'll get **(S) DEF Boost**, **Ichimonji** and **Scarletite** in this battle.



Before going to Molco, I suggest getting the following items from Cadoi City.

Everyday selects

Brown Jeans 8190Y
Waffle Necktie 6495Y

Darling Designs

Negative polo or Plain shirt 6900Y
Silver Screen Sweetheart 3990Y

Equip them to Joshua, backtrack to Crossing. Talk to the reaper in the upper middle. Though he'll admit that he can't clear the wall, you'll get **Extra Fine Noodles** and 1000Y for completing the task. Head to Center St. Entrance then exit to AMX.

AMX

There is a new CD here so buy it if you are planning on collecting. Otherwise, keep going left until you reach Topsy Tose Hall.

Topsy Tose Hall

Head to the upper left part of the area and scan there to find a **green** noise. You can only damage it using the **Sexy D** pin. I suggest equipping the Poison Bones as well to inflict Defense Break to the pig. You'll need to knock it back further from the direction it is going to give your pin to reboot. You'll obtain the **Sexy+** pin. Now go to Spain Hill this time.



Spain Hill

Scan in front of the Mexican Hotdog to find another **green** noise. Clear it to obtain **Handsfree Healing**. You must defeat the pigs according to their number. Their HP isn't that high so you can defeat them easily; however, attacks tend to damage more than your intended target so you'll probably need to retry until you get the rhythm right. I suggest using pins with knockback (like your newly acquired **Ichimonji**) to push the other piggies back while you take care each of them. Projectile pins will also help in case any piggy gets past and you can't immediately dash in pursuit.

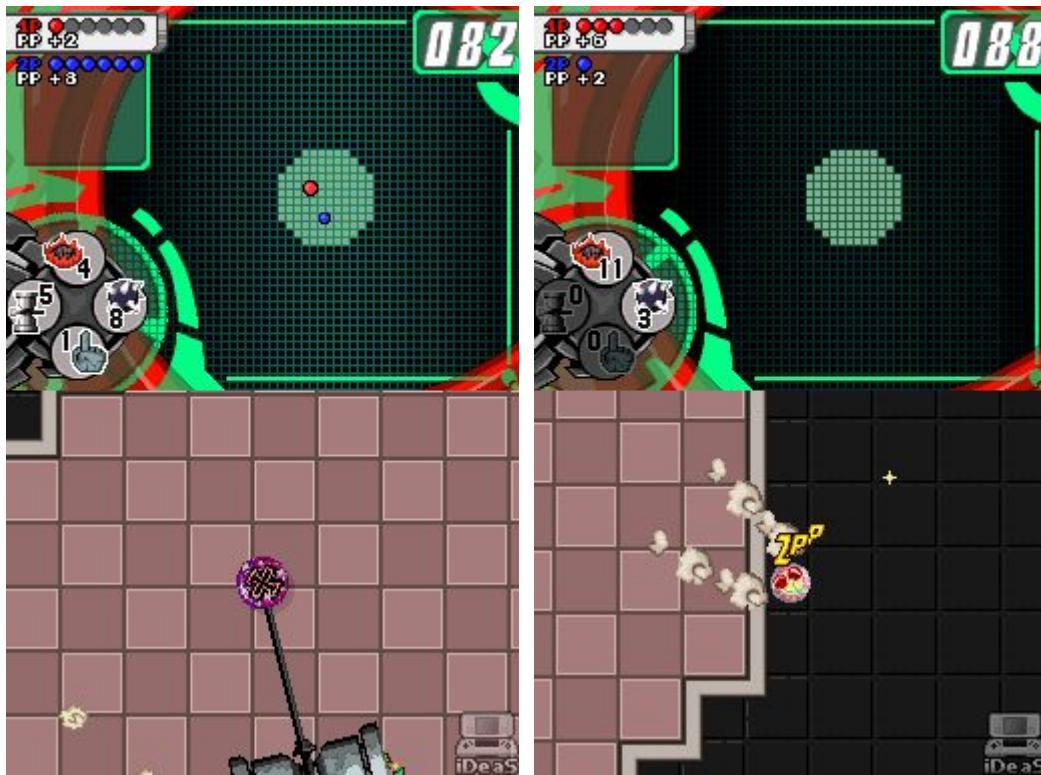


Enter Mexican Dog for some scenes. Enter again and buy food until you get the *Definitivo Chili Dog* (Quest Item: Rare Metal x3, Choice Meat x1, Crimson Chili x1) to appear. Get it; this will be used for a sidequest later on. Backtrack to Crossing, then make your way to Cadoi City the finally, Molco.

Molco

Scan the area near the telephone booth to find another **green** noise. You'll need to use your Pyrokenesis pin to defeat this one. As usual, you can use Defense Break as well for additional damage. You'll get **Izanami** for defeating it. Talk to the reaper to the top left and provide him the Definitivo Hotdog you acquired a while ago. You'll get **Sparkling Silver** and 1000Y.

Enter Molco to join the Tin Pin Slammer. You need to use your directional pad for your pin to do some moves (I hate these silly mandatory mini-games). Your objective is to knock off your opponent's pin. Each move is limited to use them only with care.



The best tip I can provide you is to turn into a wrecker ball (right D-PAD) since the enemies tend to attack aggressively. Once their pin is stunned, do your best to push it. If your enemy recovers you can either turn into a wrecker ball again or use the fireball attack. The first battle ain't that hard so you can smoke the guy easily. You don't need to worry anything afterwards. Just read through the following screens and the mission will end. You'll also get **Tin Pin Fire**, **Tin Pin Custom** and **(B) Tin Pin Slammer**. Exit to Cadoi city for more scenes. Chapter will end.

The 3rd Day- Roamin' the Streets

Scramble Crossing

Watch the scenes. You'll receive your 'mission' shortly.

"Proceed to Cat Street. Time Limit: 15 minutes"

You'll need to go right to Shibu Dept. Store.

Shibu Dept. Store

Continue heading to the right to Cadoi City.

Cadoi City

Continue to the right and talk to the reaper. Defeat 3 noise symbols as shown by the repaer – within this area only. After meeting the objective, talk to the reaper again to get (S) Phone Camera, Konohana Sakura and 5000Y. Head up to Towa Records.

Towa Records

Follow the path up and exit to the new area.

Miyashita Park Underpass

Scan the middle to find a green noise. Head to the right and talk to the reaper. He'll require you to get a Pop Pendulum. You should have it by now if you keep on defeating the crab enemies. Otherwise, enter battles until you get it. You'll get 5000Y. Continue to the next area once the wall is cleared.

Miyashita Park

One of the rare (and powerful) blue noises is here. (#44 Progfox) I defeated it at LV12 (adjusted) in almost 3 minutes. This guy loves to teleport and has really solid attacks. I suggest saving first before fighting this guy. I may just be lucky for finishing it on the first try. You'll obtain Teleport Warning after the battle. Keep heading right to Cat Street.

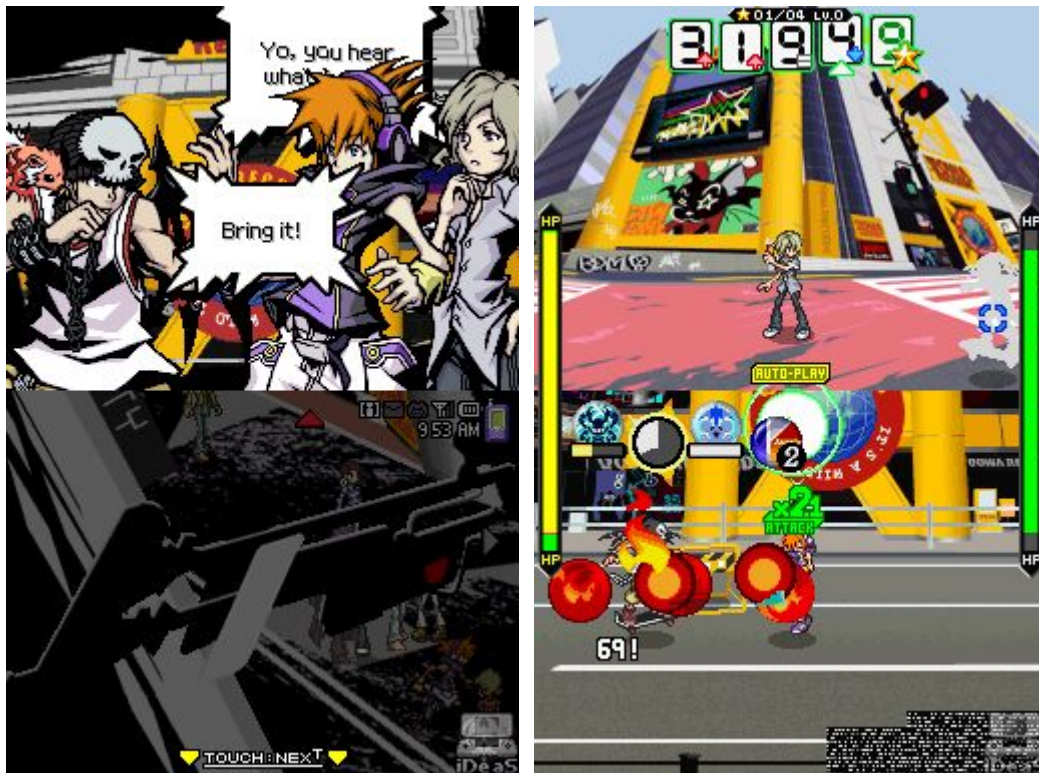


Cat Street

After the conversation, you can check out the shop nearby first. Continue heading the right and enter Wildkat for a scene. Ask all the options available then head back to Towa Records.

Towa Records

Continue walking south until you reach the exit. You'll have a short scene and a mini-boss battle will ensue. Just survive this battle for a while and it will end automatically. You'll obtain **Octo Squeeze** and 10000Y. Go left a bit to find some Tin Slammer players. Talk to them then head up to Molco.



Molco

Talk to the two reapers for some scenes. Continue up then exit left to Spain Hill.

Spain Hill

Examine the new junk pile along the way. Continue left to Topsy Tose Hall.

Topsy Tose Hall

You can talk to the two reapers there for a scene. The establishment called Stride will now be open. You can play Tin Pin Slammer here. The reaper nearby can provide you with much needed info about this mini-game as well. Exit right to AMX then Center St. Entrance.

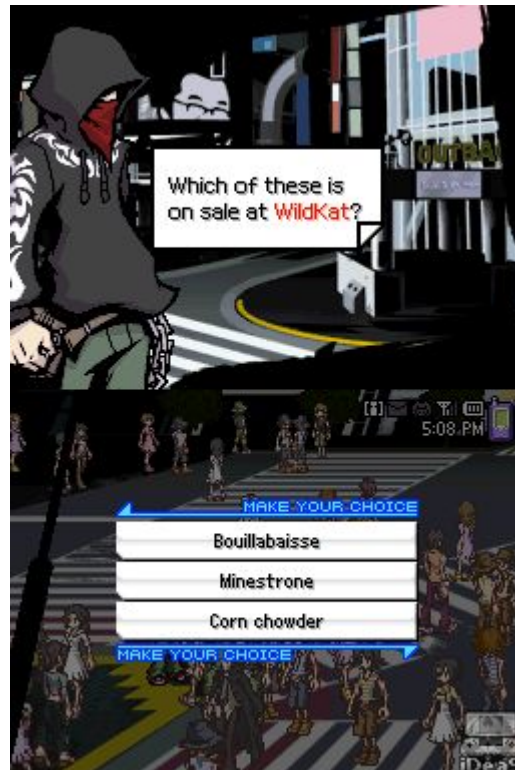
Center St. Entrance

Talk to Ai and Mina along the way. Continue down to Scramble Crossing.



Scramble Crossing

The reaper in the upper middle part will ask to make Natural Puppy as No.1 brand in the area. Equip your Natural Puppy pins (Natural Magnum, Pop Pendulum and Love Me Tether) and accessories/items (you can also use the ones you have equipped to Joshua). I just fought a chain battle was able to complete this task. Obtain 1000Y and Fluffy Cotton.



The reaper to the lower left will give out a short quiz. Answer the questions correctly to get **Cozy Down** and 1000Y.

- Which of these is on sale at WildKat?
A: Bouillabaisse
- Where is the phone booth of love?
A: Near Molco
- Which of these is a German composer famous for the Musical Offering and Air on the G String?
A: Bach

Go up to 104 then exit to Dogenzaka.

Dogenzaka

Watch the scene. You can now enter the Cosmic Shop and purchase some stuff. You can get **(B) Blue Noise Symbols** from there as well. Enter *Shadow Ramen* for another event. Head back to Ramen Don and scan. Clear the orange noise. Obtain **(S) ATK Boost** and **Crackle Pop Barrier** after the battle.

The World Ends with You
The World Ends with You

Enter Ramen Don for an event. After that, bounce back to Shadow Ramen. After the short scene, enter it again to get the **Dessert** meme. Head left then up to reach A-East.

A-East

Talk to either Mick or the Prince near the Concert Stage. After the conversation, scan the prince and clear the orange noise. You'll obtain **(S) DEF Boost** and **Scarletite**. You'll also receive the **Simple** meme. Enter the Concert Stage. Head to the top right and talk to the Tech to get the **Spicy Tuna Roll** meme. Exit the stage.

The reaper on the topmost exit will require a Supply Factor pin. To get this, you'll need to switch the difficulty to easy mode, lower your level (at least LV5 or 6) and enter a battle with Jelly Madchester (blue). Leave it to multiply and it should produce the red Jelly Swechno. Defeat the Swechno for a chance to get this pin. Once you have at least one, return to the reaper to get **Hamburger** and 10000Y. Go to Shibukyu Main Store for a little detour and shopping.



Shibukyu Main Store

Talk to the kids to earn the **Yellow** meme. You can also get (S) Extra Slot and (B) Sub-slots from Dragon Couture inside the main store. After shopping, return to Dogenzaka.

Dogenzaka

Talk to the Ramen Don owner and imprint "Yellow". Enter Ramen Don to obtain **I Live for Food** pin. Next, imprint the "Simple" meme on him. Enter the shop again for more scenes. The day will end afterwards.



The 4th Day- Pinned

Scramble Crossing

Watch for more scenes. Once in control, head left to the Statue of Hachiko first.

Statue of Hachiko

Talk to the reaper to get an easy task of defeating 10 noise symbols in this area only. Just exit and enter again for the noises to respawn. You can also get two great pins from Fine Jewelers inside Shibukyu Stationside. You'll get 1,000 Yen and **Pretty Ribbon** for completing this task. Head back to Scramble Crossing and take the path to Center St. Entrance.

Center St. Entrance

The reaper will require you to get a Sexy D pin. This is dropped by Easterraven (#59) on easy mode. If you are following this guide, you should have one already. You'll get another **Sexy +** pin and 5,000Y. Continue to AMX.

AMX

The shop sells two new CDs so grab them if you are collecting. The reaper here wants you to chain 4 noises in order to pass through. It's okay to do this on other locations. Just scan the area and find the part where most noises congregate. Complete this challenge and you'll get 5000Y. Continue to the next area.

Tipsy Tose Hall

Short scene. Examine the junk pile then talk to 777 farther left. Agree to help him. Talk to him again to get moving. You'll get your rewards as advance payment for the task at hand. Receive **(S) DEF Boost**, 10000Y (x3) and 5Y. Talk to 777 again and ask him all the questions. Now head to the path leading to Spain Hill.



Spain Hill

Go to the right and talk to the reaper after the short scene. Ask him all the questions then proceed to Molco.

Molco

A scene will trigger upon your entry. You'll receive **Tin Pin Golem** during this event. You can check out some new pins in one of the shops as well. There is a green noise to the right, along the road. Defeat it for a **First Gear** pin. Head down and examine the phone booth. Watch the following scenes. Continue down to Cadoi City then exit to Towa Records.



Towa Records

You'll see another event. Go through the Miyashita Park Underpass, Miyashita Park then Cat Street.

Cat Street

Enter WildKat for another scene. You can also trade some useful books there. Check out also some of Mr.H's food stuff. After all that, head back to the Crossing.

Scramble Crossing

Find BJ the reaper in the crossing. Talk to him and ask him everything. Now make your way back to Topsy Tose Hall through Center St.

Tipsy Tose Hall

Talk to 777 for some more scenes. Choose 2:02PM first then 1:55PM then finally None of the above. A new path now be open.

The World Ends with You
The World Ends with You

Shibu-Q Heads

You'll be thrown in another boss battle. Just survive this battle for a good few seconds and it will end automatically. You'll receive (S) ATK Boost, **Live Slow, Die Fast** and a **Scarletite**. Enter the shop nearby. You can get a Trendy Wallet in Real life solutions. This will allow you to increase your money carrying capacity. You can also check out some stickers, new cds and books. Continue to the next area.



Udagawa Back Streets

After the scene, you can enter Cyco Records for some new cds. Another scene will take place after you exit. You can check out the Wild Boar shop on the top left as well. After that, talk to Joshua near the mural. Scan Joshua one more time for more scenes. Chapter ends.



The 5th Day- Turf

Scramble Crossing

After the scenes, head right to trigger an event. Talk to the reaper and he'll ask you to make D+B brand #1 on the charts. Equip all the D+B accessories/clothes and pins you have and fight a few good battles. Obtain **(S) ATK Boost**. After that, head to 104 Building, then to Dogenzaka.

Dogenzaka

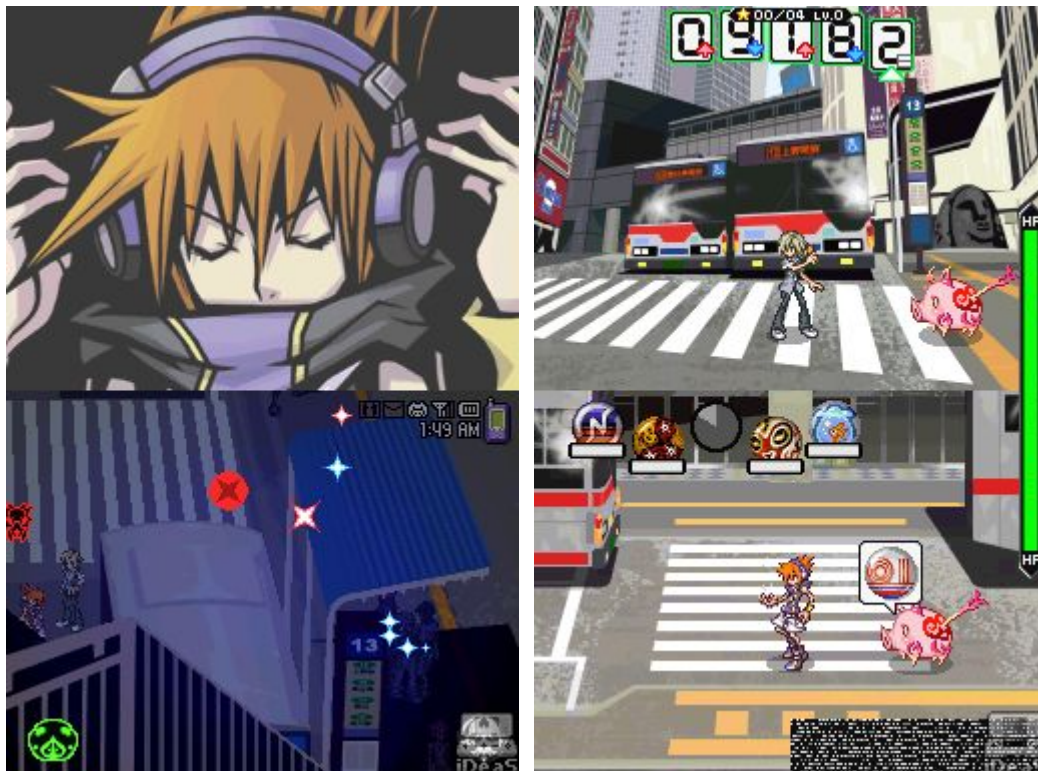
There will a short scene after you've entered. Joshua will give some trivia and a pop quiz. (A: Owada Dogen) Visit Ramen don and buy a Shio Ramen for 580Y. You'll need this to complete a reaper's task later on. There is also a new pin in the Cosmic Shop. **(Wassup Thunder!)** Exit to 104 then to Crossing.

Scramble Crossing

Head left to Statue of Hachiko, then exit to West Exit Bus Terminal.

West Exit Bus Terminal

There is a **green** noise here as well. Head to the lower left corner of the area to find it (below the pedestrian lane) Ichimonji pin is required to finish the job. Obtain a **Nikkari**. After that, make your way to Shibu Dept Store. If you don't have a Ichimonji, you can get it from Jungle Boomers (#39). These are red kangaroos that are common in Cat Street and Center St. As usual, you can inflict Poison Break to increase your damage.



Shibu Dept Store

Talk to the reaper and give him the ramen you bought earlier. You'll get **Psych Support** and you can now pass to the next area.

The World is with you

Cadoi City

Head to the far right and talk to the reaper. Answer all his questions correctly to gain passage. You'll get (S) DEF Boost for Joshua. Head to Towa Records. Watch the scenes.

1: Who owns Ramen Don?

A: Ken Doi

2: Which of these show up on the menu once you're friends with the owner?

A: Insta-noodles

3: How much for a bowl of shio ramen?

A: 580Y

Towa Records

Talk to the reaper. He wants Neku to wear Mus Ruttus clothes and accessories. (you can buy them from Cadoi City shops) Talk to the reaper again to get **Strong Body** and to clear the wall. Head to the next area.



Miyashita Park Underpass

You'll need to play a Tin Pin game with the Reaper in order to pass. It doesn't matter if you'll win or not. Exit to the next area.

Miyashita Park

Talk to the reaper again. He'll ask you to defeat all the monsters using the pins he'll provide. You can set the difficulty to Easy first then equip the best equipment you can get. Concentrate on Joshua's attack to create a fusion. If your level is high enough, one fusion attack should be enough to defeat these guys.





Cat Street

After the scene, head in front of the Jupiter of the Monkey shop and scan to find a **green** noise. You'll need to defeat it within 10 seconds. Obtain **Burning Melon**. There is also a new pin inside the shop so get it if you can. Enter Wildcat for more scenes. Get ready to head back to the Crossing.



The World Ends with You
The World Ends with You

Miyashita Park Underpass

Beat will battle you here. Like the previous encounters with him, survive for a few seconds to end the battle automatically. Avoid getting nailed but Beat's continuous combos. Just dash your way to safety. Obtain (S) **Safe Landing** and 10000Y.

Scramble Crossing

After the scene, head to the left to Statue of Hachiko.

Statue of Hachiko

Make sure you get the Plumeria Ring (53100Y) from Fine Jewelers in the Stationside. This nice accessory has Exp Boost II with nice HP, ATK and DEF bonuses. Proceed to West Exit Bus Terminal.

West Exit Bus Terminal

Defeat the green noise if you still haven't done so, then prepare for a boss battle. Continue to the lower right to reach the Underpass.

Station Underpass

Head right for a scene. Save, then head left for a boss battle.

BOSS: This rhino is the same as before but now its attacks are more powerful and damaging. Dash immediately as soon as it raises its horns. If you have projectile pins, use it here to play it safe. Bringing healing pins will be good as well. This boss doesn't have that much HP so expect it to go down fast. Obtain 10000Y and **Scarletite**.



The World Ends with You
The World Ends with You

The 6th Day- Beast on the Prowl

Scramble Crossing

You'll receive your mission now.

"Game VI: Beat the bosses of 2.2360679's 0 + 5. t = 60 min. Incompletes will be destroyed."

Obtain (B) Black Noise Symbol and (S) Levitate after the scene. So far your only access is in the Center St. Entrance. Go there. You'll encounter some black noises. Remember you can only damage them when you have the light puck. Aside from any pins that these enemies will drop, you'll also get **Strong 'n' Proud** after the battle. Continue on to Center St.

Center St. Entrance

Find the green noise in the top right corner of the area. Defeat it to get **Sparkle Charge**. Exit to AMX.

AMX

Watch the scenes. Help the reaper. Defeat the black noise for 5000Y. You'll also get **Live**. There is a blue noise in the middle. Save before battling it.

#22 Grindcore Minks: These two noises are capable of stirring twisters. I suggest staying out of the way as well when they start spinning. Not only that they're invulnerable when doing that, you'll also suffer continuous damage if cornered. Not a hard fight actually. I was able to defeat it with an adjusted level of 19. It drops a **Frantic** pin as well.

Exit to Topsy Tose Hall.



The World Ends with You
The World Ends with You

Tipsy Tose Hall

Watch the scenes; help the player. You'll get (S) DEF Boost and **Velocity Attack**. Continue heading left then up.

Shibu-Q Heads

Find the two other reapers. Choose to help them and defeat the noise. Receive 5000Y. Find the green noise in the middle left of the screen. It requires a Burning Cherry pin. Defeat it to get a **Burning Berry**. Save your game then exit to the left.

Udagawa Back Streets

Boss: Avoid staying too close to these guys if you're not doing any combos. Attack pins with knockback will help you a lot in here, as well as projectile pins. Their smash attack does average to high damage, depending on your equipment and level. Like the other taboo noises, you can only deal critical damage when the light puck is with you. You can have Joshua levitate as well. You'll get (S) **ATK Boost**, 10000Y and **Scarletite**. Chapter ends after the battle. Just one more day!



The World Ends with You
The World Ends with You

The 7th Day- Clash of Desires

Scramble Crossing

"Game 7: Erase the Game Master at Pork City. time = 600 minutes. Incompletes will be erased."

After the conversation, go up to 104 Building.

104 Building

After the event, go to Shibukyu Main Store.

Shibukyu Main Store

There is a green noise in the upper right corner. You'll just need to close your DS' lid to defeat this guy. Obtain **Archangel**. Exit to the top left to A-east.

A-east

Find another green noise in the top right corner. You'll need to defeat the green noise within 10 seconds. Defeat it for a hefty 10000Y. Enter the Concert Stage for a scene. After that, attempt to leave to obtain **Frozen Cool** pin. Exit to Dogenzaka then go left to Pork City.

Pork City

[1F] Continue left and talk to the two reapers to get your objectives. Please note that Mus Rattus pins works here. You can also use unbranded pins. I suggest leveling some if you don't have good pins. For your objective, you'll need to clear all noise in the floor. Talk to the reaper to clear the floor and get **(S) ATK Boost** and 5000Y. Take the elevator up.

[2F] Talk to the two reapers again to the left. You'll need to clear the floor of noises. This time, only D+B and unbranded pins will work. Talk to the reaper upon clearing the floor and get **(S) DEF Boost** and 5000Y. Set your active battle deck (or re-arrange your pins if you're not interchanging the available decks) and save your game. Take the elevator up.

The screenshot displays the game's interface during the 'Pork City, 2nd Floor' event. On the left, a text box explains that a special force field surrounds the area and that the 'D+B' brand is the only one whose pins seem to work. Below this is a 'PHONE MENU' with icons for Friends, Noise, Items, Pins, a question mark, Tin Pin, Mingle, and Save. The player's status is shown at the bottom left: Level 21/45, Next 3244, HP 1268, Difficulty Normal, Partner Auto: Mid, Money 32,180, and Drop Rate 25%. On the right, the 'Frozen Cool' pin is detailed. It is a D+B brand pin, level 2/4, with a psych effect and a piercing pillar. Its stats include Attack 60, Class Reaper, Limit 3 uses, Value 950, Instant boot, and a reboot time of 17.5s. The pin's effect is 'Rapidly tap empty space to form an icicle. Inflicts damage on contact.' Below the pin details is the 'PINS' section, showing a deck of 15 pins with various levels (Lv1, Lv2, Lv4) and a stockpile of 32,180 pins. The 'MASTERED' status is also visible.

BOSS: I suggest bringing in a fully maxed Cure Pin since this battle will take a while. For the first parts of the battle, he'll summon Taboo Noise in batches. Defeat them and Sho will transform to a large noise. While he's on the bottom screen, Joshua will deal with the Taboo noise. Once he switches to Joshua, you'll have to deal with the taboo noise. Perform quick combos that have knockbacks to easily transfer the light puck to and from your partner. While transformed, try to keep distance since the boss can release a flurry of kicks that can easily deplete your HP. Just keep on dashing while he's teleporting. If you have Velocity Attack pin, then it'll prove very useful here. Joshua's levitation skill helps a lot here – from avoiding too much damage to dealing more.



Obtain **Candle Service**, 10000Y and **Scarletite** after the battle. Watch the scenes and chapter ends.



BEAT CHAPTER

The 1st Day- Sensible, Senseless

Scramble Crossing

Immediately receive your first mission. Proceed left to Statue of Hachiko. Watch the scenes.

"Game 1. Reach 104. Time: 60 minutes Cost of failure: Expunction"

Statue of Hachiko

Watch the scenes. During your first battle, just escape the battle. Watch the following scenes. Beat will make a pact with you. Defeat the noise and get **(S) Fusion Boost**, **(S) Suit Cards**, and 10000Y after the battle.

West Exit Bus Terminal

Watch more scenes. Once you have control, equip some new gear to Beat. Walk to the right a bit and scan to find a green noise. You'll need to defeat at least one of these piggies before they leave the map. If you are having troubles, set the difficulty to easy then battle them again. Obtain **Tektite**. Head to the lower right to the Station Underpass.

Station Underpass

Scan the area upon entry to find a green noise in the lower left corner. Defeat it for a **Tektite**. Continue to the right for an event. Head back to Crossing.

Scramble Crossing

Talk to the reaper in the top middle path. You'll learn more about Beat's moves. Try to familiarize yourself with Beat's fusion. The reaper will let you through. You'll get **Hot Gaze**, 10000Y and Scarletite. Head to 104 afterwards.

104 Building

Watch the scenes, the day ends.



The 2nd Day- Style

Scramble Crossing

Watch the scenes. Once in control, scan the area near the bottom of the screen. Find a large blue noise. It's really powerful so you'll need to avoid the red symbols that will appear after stomping its foot. Defeat it and you'll get 10,000Y on easy and a **Cosmic Pull** pin in Normal. (You can actually farm this guy for easy money) Head to the Statue of Hachiko first.



Statue of Hachiko

Defeat the green noise there to get the **Monkey Leisure** pin. Go back to the Crossing, then up to 104 Building.

104 Building

Watch the short scene. After that, check out the shops for some goodies. There will be new Neku Stickers in Edo the Shop (like the Extra Slot sticker) so get them immediately. Head to the top left to open the wall.

Dogenzaka

Defeat the minor reapers. You'll get (S) **ATK Boost**, **Kewl Line** and, 10000Y. There is also a green noise in front of Ramen Don. Defeat it for a **Lolita Bat**. Continue heading left to A-East.

A-East

Talk to 777 for a battle. You'll get (S) **DEF Boost** and **Self Found**, **Others Lost**. 777 will also provide his Keypin. Save your game and enter the Concert Stage for the real boss battle.

The World Ends with You
The World Ends with You

Concert Stage

Examine the marker in the middle of the stage.

Boss: Like the previous battle, you'll need to keep on dashing during the first part of the battle to avoid getting hit by the enemy. Once the light is on, you can attack it directly. Be careful since it can really dish out powerful attacks. Its sonic wave can immobilize you and it can also throw large shuriken-like projectiles that can really deal massive damage. Also note that after performing fusion attacks, this boss becomes passive and you can get free hits before it recovers. Furthermore, during the last parts of the battle, the boss will turn into a small bat. Kill it quickly to end the battle.



You'll get (S) Block, **Microcosmic Pull** and Scarletite. Day ends.

The World Ends with You
The World Ends with You

The 3rd Day – The Composer

Scramble Crossing

Head to the left for a scene. Now walk to the right and talk to the guy. Head to the statue of Hachiko first. On your way, a reaper will stop you and you'll enter a fight. You'll obtain 1000Y. From the Statue of Hachiko continue left then up to the West Exit Bus Terminal.

West Exit Bus Terminal

Head down to the lower right and talk to the reaper. Answer his questions correctly to get a Hot Dog and 5000Y.

1: Which of these does a Psychedelifax turn into?

A: A mushroom

2: Whose picture do you see after you've mingled?

A: Mr. Mew

3: Which of these appears before a Tin Pin Slammer title?

A: Inpincible!

Enter the Station Underpass then exit to West Exit again for a battle. Defeat them to get 1000Y. Head back to the Crossing then up the 104 Building.

104 Building

Another reaper will attack you on your way. Defeat it to obtain 1000Y. Talk to Mick or Prince nearby. After that, find a green noise in the top left corner of the area. You'll need to defeat this pig before the counter reaches zero. Fortunately the timer stops as long as you're attacking so chain multiple attacks until you kill this piggy. Obtain **Indestructo Man** as a reward.

Now head to right and scan the area to find another green noise on the top right. I am not sure if this is accurate but you seem to be able to damage the piggy when both you and your partner attack it. In any case, defeat it to obtain a **Diss**. Return to the Crossing then go to Center St.

Center St Entrance

Another reaper will attack you. Defeat him for an easy 1000Y. Continue to AMX.

AMX

There will be new CDs for sale so buy them if you're collecting. Exit to Tipsy Tose Hall.

Tipsy Tose Hall

Talk to Mick or his boss. Choose "I can't decide this for him" when asked. You'll get **(B) Black Cat Atlas, Vol. 10**. Read through the conversations and you'll finally receive **(S) Air Cancel, (S) DEF Boost**, and 10000Y.

Also, you can play a Tin Pin minigame in Stride if you want. Save your game, prepare your best pins (include some recovery pins to be safe) and attempt to leave the area for a boss battle.



BOSS: At last you'll enter a battle with Uzuki. This battle isn't that hard. Uzuki's attacks can home you and cause Defense Break. You'll also need to dash a lot here to catch up with her. I suggest bringing in some projectile pins that can release slow moving orbs so that you can just leave them while you're trying to catch Uzuki. She has a lot of openings in her attacks so you can land a few good melee attacks.



You'll receive **(S) ATK Boost**, **Casual Pendulum** and **Scarletite**. You'll also receive a LV3 Keypin for your trouble. The day will end.

The 4th Day – Indelible Guilt

Miyashita Park Underpass

Talk to Beat first. Head left after the conversation. You'll then receive your mission mail. "See you at Towa Records. Key's in the box." Examine all the four items of interest (!!!) in four corners of the area to get your clues.

Scan from the middle and find four orange noises. Defeat two noises according to the pattern. (top-left, bottom-right) Stand still for a few seconds, then talk to Beat and push the button. Go right to reach Miyashita Park.





Miyashita Park

Examine the object of interest to the right. You'll find a box with a moon insignia. Now defeat all the large orange noise symbols in the area. There should be around 4 noises of that kind here. Talk to Beat again to open the box to discover only that it has another box inside it.



Scan the area and you'll find four orange noises in a straight line. You'll need to erase the two in the middle. Head back to the Underpass this time.

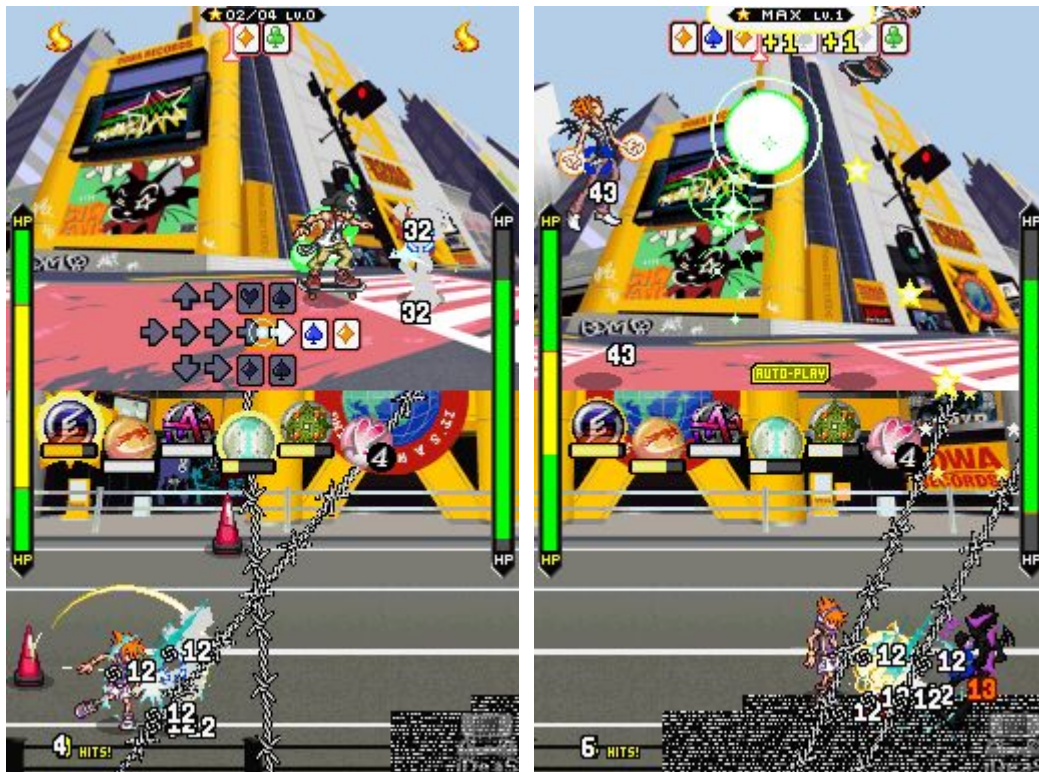
Miyashita Park Underpass

Scan and find three orange noise. Defeat the one in the middle only then have Beat open the box. You'll now get the red Keypin. Head left for a short scene with Beat and to know more about him. Prepare your best pins and save your game. Head left to enter Towa Records.

Towa Records

Scan and cancel immediately to start the boss battle.

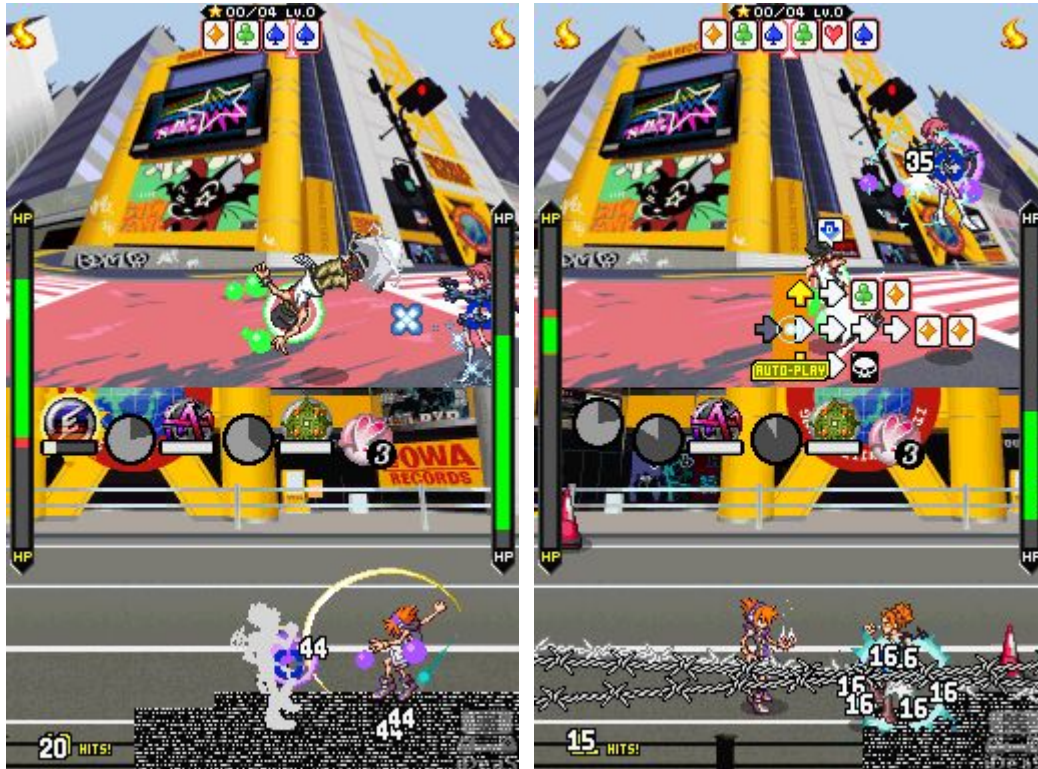
BOSS: This isn't a hard fight. Bringing in some healing pins is a no-brainer. Now, Kariya is open when attacking so if your defense is high enough to endure his attacks without trouble, I suggest bringing in some "Tether" pins – the chains are powerful enough to slow him down and deal continuous damage as is. Melee attacks are recommended here though some orbs floating around the battlefield will be helpful as well to deal damage while you're chasing him.



Obtain (S) **ATK Boost** and 10000Y after the battle. Watch through more scenes for the second round.

The World Ends with You
The World Ends with You

BOSS: Now you will need to battle Kariya while Beat faces Uzuki. The pattern is still the same; however, Kariya has a more powerful attack now from above. These two can pretty much take you out easily if you're not careful. Fortunately, the chains are still as deadly and effective as ever in slowing down Kariya. Just keep on attacking with melee attacks when he stops to fire his rounds. If you see him levitate, quickly dash to safety.



You'll get (S) DEF Boost, Playmate Beam, and Scarletite after the battle. You'll also get a LV4 Keypin as part of the story. Watch through the scenes and the day will end.

The 5th Day – Vanishing Point

Scramble Crossing

****black noises will be lurking again****

This isn't really much to do in this day, just a bunch of sidequests and reaper battles. You can take this in any order you want so I'll just write down what I have done in my playthrough.

Once you gain control, head right to Shibu Dept Store. Scan near the entrance to find a **green** noise. You and your partner need attack and defeat the same target before any of the piggies leave the area. You'll obtain an **Adamantite** for defeating the noise.

There are also some new items but they are pretty expensive here so check out what you can afford. Head right to the next area.



Cadoi City

You can check out some new pins and items inside Cadoi city. Head right to Towa records.

Towa records

Scan the upper right part of the area to find a green noise. This pig needs a pin called Eyes Full of Light. This is a common drop from the yellow jellyfish noises (#31 Jelly Neocoustic) If you are collecting pins (which you should be doing ever since), you should probably have one by now. Its easier to defeat this pig with a maxed out EFOL pin. Obtain a **Speed Factor** pin. Try to head back for a battle against a reaper. Defeat it for 1000Y. Head back to the Scramble Crossing after that.

Scramble Crossing

Your next destination is through the Center St but we'll have a little detour to the Statue of Hachiko. Check out some new items from the shops. Exit to the West Exit terminal this time.

West Exit Bus Terminal

Scan near the Moai statue to find a green noise. You'll need a Onmyo to defeat this pig. Obtain a **Lolita Mic** after defeating this. Make your way back to the Crossing.

Scramble Crossing

Try to return back to the Statue of Hachiko for a reaper battle. Defeat them to get 1000Y. Once in the Statue of Hachiko, try to return to the West Exit Bus Terminal for another similar battle. After that, try to leave the area again for yet another battle. I am not sure but these battles seems to be triggered when you try to leave and exit an area several times. Head up to 104 Building.



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The World Ends with You

104 Building

Check out some new pins and get some Beat stickers if you still haven't. Head to Dogenzaka afterwards.

Dogenzaka

Get some new pins from the Cosmic Shop. Head further left and scan the area for blue noise. (#47 Goth Metal Drake) This is a very powerful noise so you may have problems defeating this guy with an adjusted level. After defeating it or getting your ass kicked, head to A-East.



A-East

Attempt to enter the Concert Stage for a reaper battle. Exit the stage and attempt to reach Shibukyu Main Store for yet another reaper ambush.

Shibukyu Main Store

Nothing much to do here; just continue down back to 104 then back to the Crossing. On your way out from 104, there will be another battle. Head to the Center St. Entrance.

Center St. Entrance

If you talk to Ai and Mina, you'll discover that they blabbering about the same thing that the reapers you have encountered so far kept on saying. Nothing much to do here so continue to AMX. Reaper battle along the way.



AMX

Find a green noise in front of the store. Defeat them in order to get a **Stopper Spark**. Head to Tipsy Tose Hall.

Tipsy Tose Hall

After the conversation, talk to the reaper to the upper left and defeat him in a battle. You'll get **(S) Safe Landing**, **(S) ATK Boost** and 10000Y. Scan the area then cancel to trigger a scene. Continue up to reach Shibu-Q Heads.

Shibu-Q Heads

You can check out some items from the shop, including some new Beat stickers. Keep heading left to enter a battle. Defeat the reapers to get **(S) DEF Boost** and 10000Y. Attempt to head to Udagawa Back Streets for a scene. Try to enter for the second time and another reaper will stop you. Defeat him to proceed to the next area.



Udagawa Back Streets

Continue upstairs. Examine the marker and choose to take a pic four days ago. Prepare your primary pins and save your game. Talk to Kariya and Yashiro to enter a battle with them.

BOSS: Their attacks are the same as before though they deal more damage now. You can apply the same tactics as before, especially the super-effective tether lines (chains). Keep an eye on Beat's HP since the upper screen battle will tend to get messy. By this time, you should have 6 pin slots already so dedicate the two slots for the healing and support pins. I personally used the pin that increases healing points to get the most out of my healing pins. Nothing special to mention about this battle other than to watch out for their powerful attacks, like before.

Obtain **Flower of Flames**, 10000Y and **Scarletite** after the battle. The day ends.

The World Ends with You
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The 6th Day - Stride

Scramble Crossing

Scan the area and enter a battle with the black elephant-like noise symbol to discover a new noise for your noise report. As usual, it's better to finish some sidequests first. The reaper ambushes will still be here; since they are mandatory, just go through them to earn easy 1000Y's. Head left and make your way to Statue of Hachiko>West Exit Bus Terminal>Station Underpass. You'll encounter at least 3 battles along the way.



Station Underpass

Scan the middle area (Beware of black noises) to find a green noise. Defeat it for a **D.I.Y.** Make your way back to the Crossing. Now make your way to the Crossing>Center St>AMX>Topsy Tose Hall>Shibu-Q Heads>Udagawa Back Streets.

Udagawa Back Streets

Go upstairs and scan the area in front of Wild Boar to find a green noise. Erase it to get a **Lolita Emblem**. Make your way back to Topsy Tose Hall>Spain Hill>Molco>Cadoi City>Towa Records>Miyashita Park Underpass> Miyashita Park> then finally Cat Street.



Cat Street

Enter WildKat for some more scenes. You'll receive a golden keypin as part of the story. You'll also get 10000Y (x2). Make your way back. Make sure to save and prepare for a boss battle upon reaching Towa Records. Exit to Cadoi city for a boss battle.

Cadoi City

Examine the pile of junk in the middle to trigger some events.

BOSS: This time, this boss doesn't have a second form but he's already powerful in his form. As always, bringing in recovery pins here is a necessity. This guy moves pretty quick so you'll need some orbs or "bombs" like Aqua Ghost which you can leave around the place. Projectile pins help a lot as well but since this guy is fast, you may need to time your attacks to get a hit.

This guy can really dish out damaging attacks so avoid getting caught in the middle of his shuriken-like projectiles or you'll gladly watch your HP drain like crazy. Also, don't stop attacking since he regenerates a fair amount of HP every few seconds. Work with Beat since he can deal decent damage from the top screen.



You'll also get **Scarletite**, **(S) ATK Boost** and **(S) DEF Boost**. Watch the scenes, and the day ends.

The 7th Day - Game

Scramble Crossing

Okay, welcome to the last day. Watch more scenes. All the paths here should be accessible now. Reaper ambushes will still happen from time to time (which is really annoying) so bear with that. This is actually the last stage in the game so you may want to do some power leveling if you are having problems defeating the last bosses. It's also a good idea to hunt some new items on shops and upgrade your equipment.

You can check out the green noise in the lower of Miyashita Park area. Defeat it for an adamantite.

When ready, head to Scramble Crossing>Statue of Hachiko>West Exit Bus Terminal>Station Underpass.

Station Underpass

Head right for a scene. You'll need to defeat the reaper in order to pass.

Trail of the Sinner

You'll receive a mail as soon as you enter the place:

"Konishi wields shadows and illusion. **You'll find only lies with the naked eyes.** During battle, she **always hides in the white darkness.** Begin by **casting Taboo Noise into the heart of chaos.** Then, once you find where she truly lurks, your real battle will begin. P.S. Beware of **shadows.**"

Fight a few battles if you want. Readjust your level to your true level (no more handicaps) and save your game. Head to right when ready.

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Rubicon

Head right and talk to Sho. Read through the scenes. Boss battle ensues.



BOSS: This battle can be divided into four parts. We will discuss each.



The World Ends with You
The World Ends with You

1: Refer to the screenshots above; for the first part of the battle, it will be only a top screen battle with Beat. You'll need to take care of the Taboo noise in your end. If you're able to defeat the noise quickly, concentrate on Beat and keep on attacking until the second phase.



2: For the second phase, you'll need to fight the boss in your end. The third phase will start once the yellow health bar is depleted so if you need to heal, do so before the third phase starts. Just attack with everything you have.



3: For the third phase, you won't be able to use your pins. If your defense is high enough to deflect any damage from the boss, I suggest chase her and hide in her shadow to deal damage to her. If you notice, you'll receive damage if she hides in your shadow. The light source rotates somehow so the position of the shadow changes. If not, I suggest dashing your way to safety. As for the top screen battle, you can have Beat concentrate on the real target and not the shadows.

4: For the last phase, you'll only have the Rhyme pin. The real target is hiding and you can flush her out by hitting the yellow spark or light traveling in the area. Beware of the shadows since their attacks deal considerable damage. Just use the pin like a normal projectile pin.

You'll receive **Rhyme Pin**, (S) ATK Boost, (S) DEF Boost, 10,000 Yen (x3) and **Scarletite**. Save your game and head to the next area.

Trail of the Bygone

You won't be able to save your game anymore since the feature will be disabled. Watch some scenes, including a surprise. Continue to the right and examine the pile of junk. Discover yet another surprise. You'll also obtain **Pi-Face's Cap**. Equip this nice piece of gear to your advantage. Head to the right to enter the next area.



Dead God's Pad

After the conversation, I suggest checking your equipment for the last time. Prepare some recovery pins, preferably a support pin that increases your healing capability to get the most out of your recovery pins. As for the offensive pins, equip some projectile pins with knockback effects. As proved from the last battle, knockback is a very effective way of preventing bosses from attacking while dealing damage at the same time. Continue up and talk to Kitaniji for some scenes.

BOSS: This boss isn't hard if you didn't have any problems defeating the previous one. As for the top screen battle, Beat will need to battle Shiki while Neku takes care of Kitaniji. His attacks are powerful, especially the close range ones. He also releases some similar shuriken-like projectiles as used by Sho in your battle with him. If you have chains, you can delay his movement while you rush with melee attacks. As it recharges, you can then shower him with your projectiles. As for the fusion attack, Beat and Neku will have a new, more powerful attack.



You'll receive **Lightning Rook** after the battle. After the scenes, scan the place to find the door. Head to the next area.

Trail of the Judged

Just continue heading to the right. Just read through some scenes and head to the next area.

Room of Reckoning

Continue up for some scenes. Boss battle will take place.

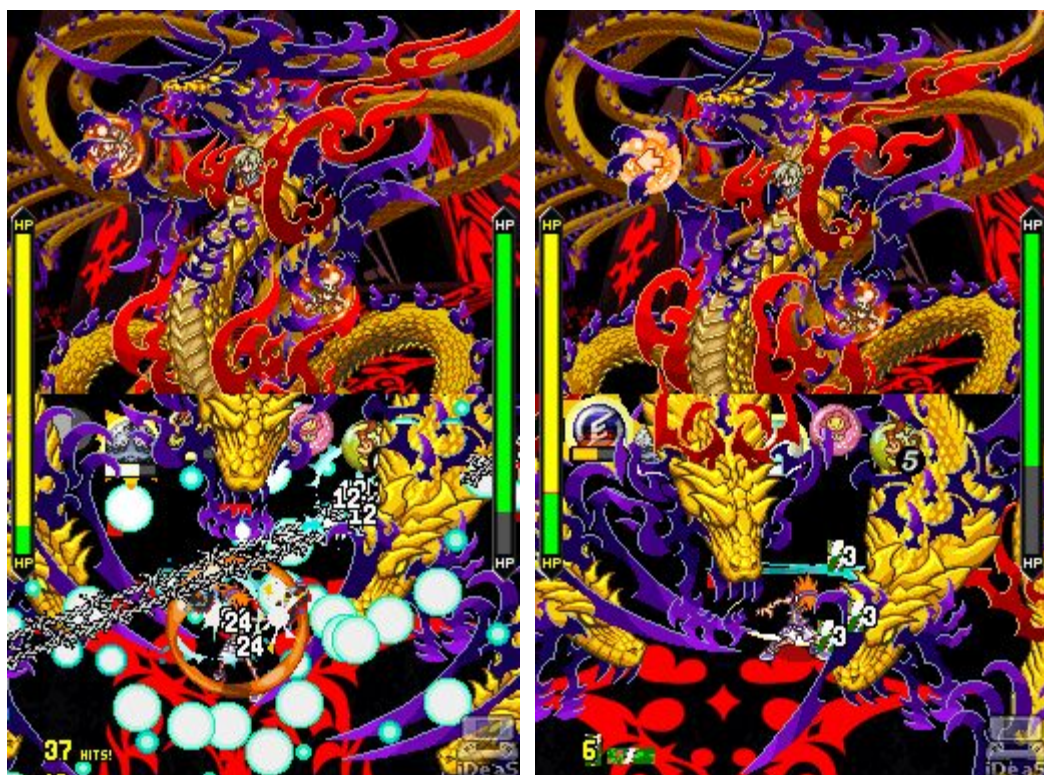
BOSS: This battle can be hard if you're not careful. The head of this enemy will alternately move from the top and bottom screens. While its head is on the top, you can attack its body. If you have the chains, you can deal multiple damage by hitting both parts of the body. While the head is down, attack from the upper left or right side to avoid getting hit by the projectiles. If ever you get caught by the orange sphere or bubble, destroy it immediately or you'll receive critical damage. You'll need to battle this boss twice actually, once for each partner (Beat and Shiki).

You'll obtain **Anguis**. Watch more scenes for the next battle.





BOSS: Now this battle can be troublesome if you don't know the pattern. First of all, there will be five heads attacking from all directions; what's more annoying is that you don't know which head will attack. Just avoid getting caught in the middle and avoid attacking the middle head only. Dash your way to safety when projectiles are sent your way. You'll be solely dealing damage to this boss and you won't win just by relying on your brute force. You'll need to get the damage multiplier up; but since your partners are trapped with the boss, they'll need to synch up with you.



Now, refer to the second screenshot above. To continue the combos and increase your damage multiplier, you'll need to press your D-Pad according to your partner's button assignment. By doing so, you'll be able to synch with your team mate and increase your multiplier. Just keep an eye to your HP and the top screen to win this battle. As usual, the chains are very useful here since they stretch across the whole bottom screen, dealing multiple damage to everything it cuts across. Keep on attacking since this boss regenerates HP at a steady pace. Once you deplete the boss' HP, you'll then need to press the large fusion pin to end the battle.



Watch the ending screens. You can load your game back to carry over your pins, level, money, etc. You will get **(S) Game Cleared**, the ability to revisit previous chapters (and complete specific conditions to earn extra goodies) and skipping events you have already watched by holding the L or R buttons. Also, a bonus story titled *Another Day* will be unlocked as well.

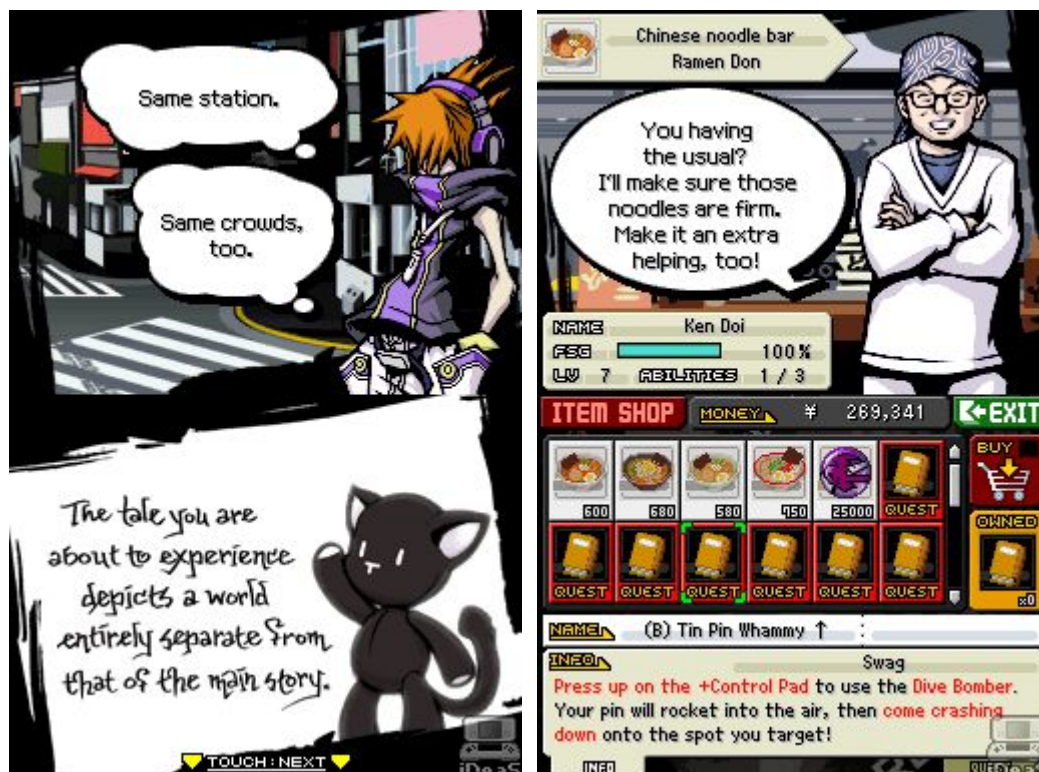
Congratulations for finishing the main walkthrough!



The World Ends with You

ANOTHER DAY

There will be no limitations in this chapter, just do what you want. You can also freely select any partner you want. However during story scenes, your characters are totally strangers. Below are



Enter Molco for a scene. Register, win two battles. Scene again, head to Dogenzaka and enter Ramen Don for some crazy scenes. (You can also get some new books here regarding Tin Pin battles) After that you can now challenge several NPCs all over the city to obtain some new pins. If you lose, you can battle them as many time as you want until you win the battle. The opponents are listed below according to the order you'll meet them efficiently.

Opponent	Location	Pin	Difficulty
The Prince	A-East	Lady Luck	X
Pin Prof*	Concert Stage	Tin Pin Shiva	X
Mina	Shibukyu Main Store	Sparkle Charge	XX
Nao-nao	104 Building	Peace Full	XX
Yammer	Center St. Entrance	Tin Pin Blade	XXX
Mrs. K	Center St. Entrance	One Stroke, Vast Wealth	XX
"Shrimp"	Tipsy Tose Hall	10 Yen	XXX
Sota	Shibu-Q Heads	Distortion	X
Kitaniji	Udagawa Back Streets	Long Live the Rock	XXX
Makoto	Molco	10,000 Yen	XXX
Ai	Statue of Hachiko	Lolita Skull	X
Futoshi	West Exit Bus Terminal	Lucky Panda	XX
The Voice of Slam	Dead God's Pad	Tin Pin Dash	XXXX
777	Towa Records*	Lucky Star	XX

* **Girl's Uniform with Sweater** can be located in the top right corner of the Concert Stage

You may defeat all of them if you want. In Dead God's Pad, scan the area to reveal a hidden door at the center, just like what you did here the first time. Continue along the path to reach the Room of Reckoning. After a short scene, you'll be able to enter Boss Attack mode/challenge. You'll face all the major bosses in consecutive battles. Remove the handicap if you have any (level gauge) and stock up some recovery and support pins.

Head to Miyashita Park to continue along with the story.

Miyashita Park

Talk to Rhyme for her to join the Spirits. Continue right to Cat Street and scan the farthest right of the street for a green noise that requires (?). Backtrack to Towa Records. Ignore the big guy in the underpass for the meantime.

Towa Records

*Find 777 near the store entrance. Beat him in a Tin Pin battle to get a Lucky Star.



Miyashita Park Underpass

Defeat Higashizawa in an easy Tin Pin battle for more scenes. Make your way back to Ramen Don in Dogenzaka.

Dogenzaka

Enter the ramen shop for a scene. After getting your new Tin Pins, head back to Miyashita part for some more slammer games.



Miyashita Park

Talk to the gang and defeat them one by one. You can save after each battle and you can retry as many times as it takes to win.

Tutorial Guy - 5Y

Rhyme - 10000Y

Talk to Higashizawa first; Uzuki will take over - Tin Pin Rocker

Kariya - Tin Pin Devil

Higashizawa - Defeat him twice to obtain Tin Pin Golem.



After the battle, go back to Molco and fight Shooter to get Tin Pin Ifrit. Fight the producer in the lower left for Wizard's Glasses and Tin Pin Bahamut. You'll be taken back to Scramble Crossing.

Scramble Crossing

Shadow Ramen in Dogenzaka will now be open. Check it out for some quest items. Enter Pork City to the left.

Pork City

There will be pin restriction in each floor so don't enter if you don't have that many pins. All unbranded pins will work but they are less powerful than the branded ones. There are a few exceptions, like Rhyme's noise pin and Popguin that are quite powerful even if they are unbranded. Pig Noise data can be located [here](#).

The World Ends with You
The World Ends with You

1F. (Mus Rattus)

Clear all red noises in the area and scan in the middle to find a green noise. Remember that you'll need to defeat this noise as well in order to proceed. This noise (Pig Samba, HP3000) is a bit tricky so use unbranded or Mus Rattus pins that has knockback to delay its movement. Obtain **Orichalcum** for defeating it. Talk to reaper again to obtain **Hamburger** and 10000Y as rewards.

2F. (D+ B)

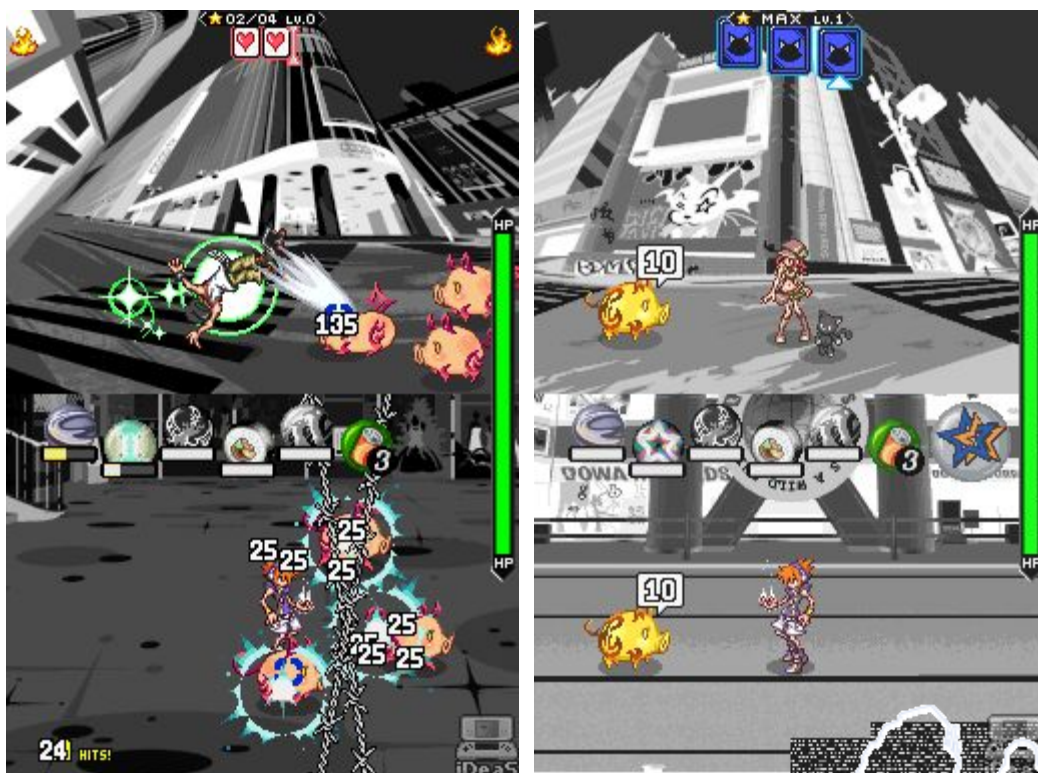
Just like before, defeat the red noises first before finding the green noise in the middle. One of those large noise symbols contains a Neoclassical Drake (taboo) so be careful when chaining battles. The green noise here is Pig Cha-cha with 100HP. Remember that you deal very little damage so you'll need to make some fast and continuous combos. Frozen Cool (D+B) pin can help by lifting the pig in midair by impaling it with ice spikes. This can buy you some time with some melee attacks Shockwave can be quite useful here in knocking back the pig and building the damage multiplier. Anyway, obtain **Icy Stare** by defeating it. Talk to the reaper to get **Special Dog** and 10000Y as your rewards. Head to the next floor.

3: (Jupiter of the Monkey)

Defeat all noise then scan again to find Pig Carol, HP2000 in the middle. You can only use Enju to damage it. A maxed Enju would be your fastest chance in winning. Obtain **Adamantite** after defeating it. Talk to the reaper to get **Donuts** and 10000Y.

4. (Natural Puppy)

You'll need to battle Pig Samba again. This time, there will be 3 of them. Sweet Talk Tether will be very useful in delaying their movements as well as dealing continuous damage. Melee attacks help a lot here, as well as the knockback effect. Defeat them to get and **Orichalcum**. Talk to the reaper to get **Shadow Steak Ramen** and 10000Y.



The World Ends with You
The World Ends with You

5. (Hip Snake)

Defeat Pig Salsa (HP3333) within 10 seconds to get **Dope Line**. Remember that the timer will still countdown during a fusion attack so save it till the last second. Talk to the reaper to get **ATK Capsules** and 10000Y.

6F (Wild Boar)

Fresh Line pin required to defeat another Pig Carol (HP2000). It's better to control your partner here, as long as you have all the attack enhancing items equipped to him/her. You'll get **Adamantite** for defeating the pig. Obtain DEF Medicine and 10000Y from the reaper as well.

7F: (Pegaso)

Defeat at least one of the Pig Jigs (HP1500) to obtain **Sheep Heavenly**. Talk to the reaper to get **The "Tatsumi" Burger** and 10000Y.

8F: (Sheep Heavenly)

Pig Rhumba (HP1000). You shouldn't have problems defeating this pig. Obtain **Dragon Couture**. Talk to the reaper to get **Definitivo Chili Dog** and 10000Y.

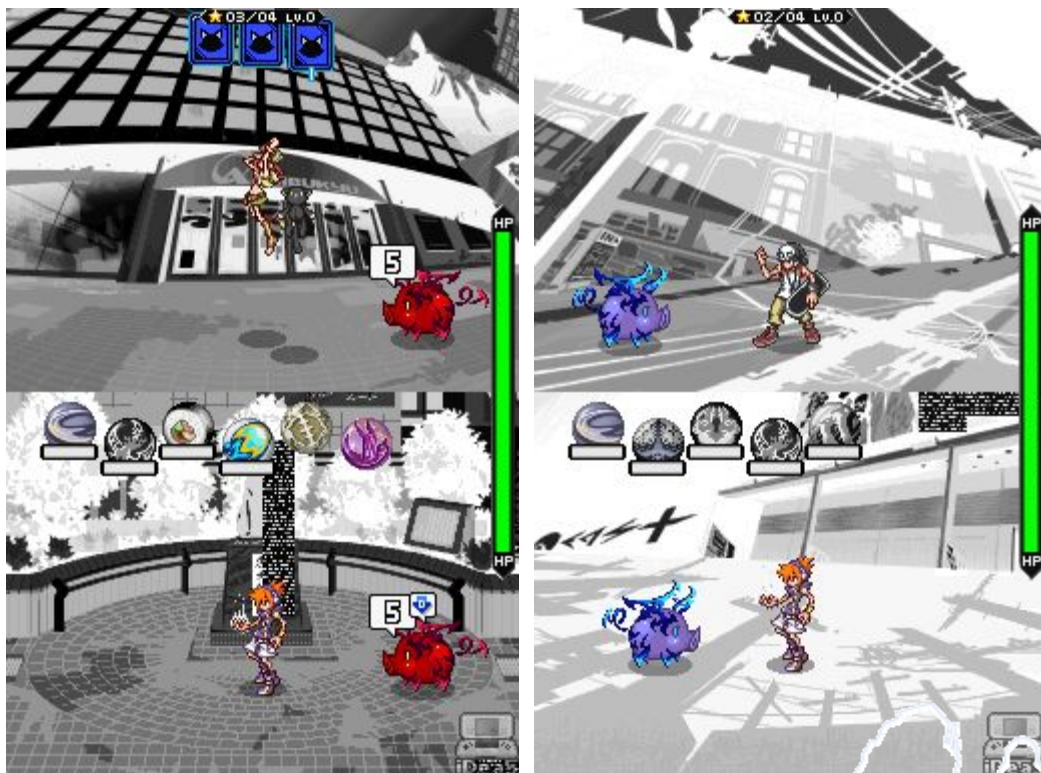
9F: (Dragon Couture)

Defeat Pig Carol (HP2000) for **Adamantite**. Talk to reaper to get Mystic Ramen and 10000Y.

10F: (Pavo Real)

Pig Tango (HP2500) Bottom screen battle only; timer will just countdown if the combo breaks or stops. Use Pavo Real's Speed Factor for your pins to reboot faster.

Defeat the pig for a **Spider's Silk**. Talk to the reaper to get **Absolute Shadow Ramen** and 10000Y.



The World Ends with You
The World Ends with You

11F: (Lapin Angelique)

Pig Polka (HP1000). You'll need to attack at the same time to deal damage with this pig. Obtain **Demon's Hatred** from the pig. You'll receive Viper Drink and 10000Y after talking to the reaper.

12: (Tigre Punks)

Pig Carol (HP2000). Defeat it for **Adamantite**. Talk to the reaper to get **Mako Sinnergy** and 10000Y.

13: (Gatito)

There are two green noises here so clear all the noises first. Defeat Pig Butoh (HP5000) to the right to get **Gatito** and Pig Mazurka (HP3000) for **Pig**. Talk to the reaper to get **Curious Mushrooms** and 10000Y.

Now with all that taken care of, equip your best pins and head to the rooftop for a boss battle.

Boss: This isn't a particularly hard battle. Just revert your level to normal and bring your best pins. The boss will be active in both screens so make sure attack with everything you got. The tethers/chains will be once again proving their usefulness here. They can deal continuous damage and can increase your damage multiplier quickly.

Obtain **My Phones**; you'll be transported back to Scramble Crossing.

SECRET REPORTS

Shiki Chapter

Day 1

Task: Get the nose glasses

Hint: Meet up with the secret

Tip: Examine the Statue of Hachiko.

Day 2

Task: Collect the report for Shiki, Day 1.

Hint: --

Tip: Just complete the task for Day 1.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the sailor suit.

Hint: Yup, he's monumental freak

Tip: After clearing the orange noises at the Moyai Statue, talk to the man standing in front of the statue to obtain this.



Day 3

Task: Collect the report for Shiki, Day 2.

Hint: --

Tip: Simply complete all the tasks indicated for Day 2.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the yukata

Hint: The forgotten ramen

Tip: After obtaining the ability to imprint, head to Ramen Don in Dogenzaka to obtain the 'ramen' meme. Go outside and scan the girl near Cosmic Corner to get 'cough drops' meme. Find the tech near Shibukyu Main Store then imprint 'cough drops'. After that head to the Cosmic corner in Dogenzaka, imprint 'ramen'. Follow him inside Ramen Don to get the Yukata

Task: Eliminate the Boss symbol No. 88 within this chapter at hard or above.

Hint: Vespertilio Canor

Tip: Find the blue noise inside the Concert Stage, lower left corner. Talk to 777 outside first.

Day 4

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the Mrs. Claus outfit

Hint: I said, I want to go shopping!

Tip: Speak with Rhyme and Beat during the start of the day then go down to Scramble Crossing.

Task: Eliminate the boss symbol No. 87 within this chapter at Hard or above.

Hint: Megumi Kitanji

Tip: After defeating boss symbol #80, head down to Scramble Crossing and scan near the bottom.

Task: Eliminate the boss symbol No. 80 within this chapter at Hard or above.

Hint: Reaper Beat

Tip: After going inside 104, scan the top left to find the blue noise.

Day 5

Task: Collect the report for Shiki, Day 4

Hint: --

Tip: Simply complete all the tasks indicated for Day 4.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise



Task: Get Mr. Ducky.
Hint: White! White! White!
Tip: During the session where Ai will confront Mina and you'll need to imprint Reaper Creeper to settle the confrontation, move the coin to white three times. You'll get the item afterwards.

Task: Eliminate the boss symbol No. 90 within this chapter at Hard or above.
Hint: Cornix Canor
Tip: Head to Molco and scan the bottom-left area to find the blue noise.

Day 6

Task: Collect the report for Shiki, Day 5
Hint: --
Tip: Simply complete all the tasks indicated for Day 5.

Task: Collect the report for Shiki, Day 3
Hint: --
Tip: Simply complete all the tasks indicated for Day 3.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.
Hint: --
Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the Solid Slammer
Hint: Totally gnarly
Tip: Find Makoto talking to a kid in Center St. Entrance. Imprint 'Totally Gnarly' meme and you'll get the Solid Slammer afterwards.

Day 7

Task: Collect the report for Shiki, Day 6
Hint: --
Tip: Simply complete all the tasks indicated for Day 6.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.
Hint: --
Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the Mr. Mew suit
Hint: The p-- b-- of love.
Tip: Head to Molco and examine the phone booth in the lower right area.

Task: Eliminate the boss symbol No. 91 within this chapter at Hard or above.
Hint: Ovis Cantus
Tip: Station Underpass, rightmost area.



Joshua Chapter

Day 1

Task: Get the potted plant

Hint: Meet up with the secret

Tip: Examine the Statue of Hachiko to get this.

Day 2

Task: Collect the report for Joshua, Day 1

Hint: --

Tip: Simply complete all the task(s) indicated for Day 1.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the Supermask's mask

Hint: I cracked the code

Tip: After defeating the two Eurobeat Boomers in Cadoi City, head to Mexican Dog in the Spain Hill. You'll receive this after the conversation.

Task: Eliminate the boss symbol No. 86 within this chapter at Hard or above.

Hint: Sho Minaminoto (Taboo form)

Tip: Scan the left side of Topsy Tose Hall

Day 3

Task: Collect the report for Joshua, Day 2

Hint: --

Tip: Simply complete all the task(s) indicated for Day 2.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the pirate hat

Hint: Spicy tuna roll

Tip: Head to the Concert Stage and find the tech on the top-right corner of the screen. Talk to him to get the Spicy Tuna Roll meme then examine the spot where he was standing.

Task: Eliminate the boss symbol No. 44 within this chapter at Hard or above.

Hint: Progfox

Tip: In the middle of Miyashita Park



Day 4

Task: Collect the report for Joshua, Day 3

Hint: --

Tip: Simply complete all the task(s) indicated for Day 3.

Task: Collect the report for Shiki, Day 7

Hint: --

Tip: Simply complete all the tasks indicated for Day 7.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the samurai wig

Hint: The secret reports' author

Tip: Go talk to Mr. H in Wildkats after taking pictures of the phone booth

Day 5

Task: Collect the report for Joshua, Day 4

Hint: --

Tip: Simply complete all the task(s) indicated for Day 4.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the biker gloves

Hint: Lord of the Tin Pin losers

Tip: Enter a Tin Pin battle with Tenho (wall reaper) in Miyashita Park Underpass. Just let him win the game and you'll receive the item.

Task: Eliminate the boss symbols No. 82 and 84 within this chapter at Hard or above.

Hint: Uzuki Yashiro and Koki Kariya

Tip: Find these boss symbols in Udagawa Backstreets.

Day 6

Task: Collect the report for Joshua, Day 5

Hint: --

Tip: Simply complete all the task(s) indicated for Day 5.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the ninja garb

Hint: Just for you, jerkface)

Tip: As you proceed with the plot, you'll encounter other NPCs being attacked. Just ignore them and choose to 'Keep Moving'. Do this three times and you'll find the item inside a box in Shibu-Q heads.



Day 7

Task: Collect the report for Joshua, Day 6

Hint: --

Tip: Simply complete all the task(s) indicated for Day 6.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the boys' uniform with blazer.

Hint: Def March lives again!

Tip: Enter the Concert Stage in A-East then leave again to easily obtain this item

Task: Eliminate the boss symbols No. 92 within this chapter at Hard or above.

Hint: Leo Cantus

Tip: Shibukyu Main Store, near the exit/entrance to Building 104.

Beat Chapter

Day 1

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the girls' uniform with blazer

Hint: Meet up with the secret

Tip: Examine the Statue of Hachiko

Task: Eliminate the boss symbol No. 81 within this chapter at Hard or above.

Hint: Uzuki Yashiro

Tip: Near the Moyai Statue in West Exit bus terminal.

Task: Eliminate the boss symbol No. 83 within this chapter at Hard or above.

Hint: Koki Kariya

Tip: Near the Moyai Statue in West Exit bus terminal.

Day 2

Task: Collect the report for Beat, Day 1

Hint: --

Tip: Simply complete all the task(s) indicated for Day 1.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the false teeth.

Hint: Ain't sellin'

Tip: Visit the Cosmic Corner is Dogenzaka



Task: Eliminate the boss symbol No. 66 within this chapter at Hard or above.

Hint: Woolly AOR

Tip: Can be found in the Scramble Crossing

Day 3

Task: Collect the report for Beat, Day 2

Hint: --

Tip: Simply complete all the task(s) indicated for Day 2.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the black book bag

Hint: Black!

Tip: In Topsy Tose Hall, you'll find Makoto and his boss. Have them use the Reaper Creeper and move the coin to black.

Day 4

Task: Collect the report for Beat, Day 3

Hint: --

Tip: Simply complete all the task(s) indicated for Day 3.

Task: Collect the report for Joshua, Day 7

Hint: --

Tip: Simply complete all the task(s) indicated for Day 7.

Task: Get the gakuran

Hint: An extra "!!!"

Tip: Clear the box puzzle in Miyashita Park and Underpass. Speak to Beat before leaving to Towa Records for a short scene explaining how they died. After that, check the right side of the underpass to find another "!!!".

Day 5

Task: Collect the report for Beat, Day 4

Hint: --

Tip: Simply complete all the task(s) indicated for Day 4.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Head Honcho Uniform

Hint: Check the one left out

Tip: In Shibu-Q Heads after defeating all reapers, talk to the last one standing in front of the shop.

Task: Eliminate the boss symbol No. 47 within this chapter at Hard or above.

Hint: Goth Metal Drake

Tip: Dogenzaka, near the exit to A-East/Pork City



Day 6

Task: Collect the report for Beat, Day 5

Hint: --

Tip: Simply complete all the task(s) indicated for Day 5.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the lucky mallet

Hint: SHOWN A DREAM

Tip: Replay Chapter Beat, Day 3 and complete the day without playing the reaper creeper. The Shadow Ramen in Dogenzaka will be open when you play Day 6 again. You'll obtain the item upon your visit the eatery.

Task: Eliminate the boss symbol No. 93 within this chapter at Hard or above.

Hint: Tigris Cantus

Tip: Scan beside the Statue of Hachiko

Day 7

Task: Collect the report for Beat, Day 6

Hint: --

Tip: Simply complete all the task(s) indicated for Day 6.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the samurai helm

Hint: Does some shop stock it?

Tip: Enter Ramen Don in Dogenzaka. You'll receive the item as you leave.

Task: Eliminate the boss symbol No. 94 within this chapter at Hard or above.

Hint: Anguis Cantus

Tip: Go to the Trail of Sinners-Rubicon, just past Station Underpass

Another Day

Task: Collect the report for Beat, Day 7

Hint: --

Tip: Simply complete all the task(s) indicated for Day 7.

Task: Track down and eliminate all of this chapter's Pig Noise Symbols.

Hint: --

Tip: Refer to the main walkthrough for the location of the green noise

Task: Get the girls' uniform with sweater

Hint: --

Tip: Find the item in the top-right corner of the stage

Task: Eliminate the ultimate enemy at the top of Pork City.

Hint: --

Tip: Obviously, you'll need to make your way up to the tower and defeat the boss there.

CREDITS

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And to you for downloading this guide. I hope it was able to help you out with your journey in the UG.



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